NEW

MEGA ACTION

ISSUE 3 AUGUST 93

ONLY 99P

A DIFFERENT KIND OF MEGA DRIVE MAG

100% MEGADRIVE

Jurassic Park

PREVIEWED

Mortal Kombat
Terminator
Silpheed

REVIEWED

Batman Returns
B.O.B.

CRACKED

Jungle Strike
Flashback

Also reviewed inside: Technoclash, F1, General Chaos, Ex-Ranza

europress INTERACTIVE

OVERSEAS £1.20
PRINTED IN THE UK. READ THE WORLD OVER

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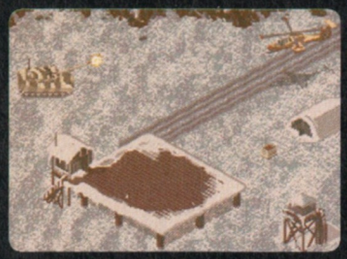
IF YOU THOUGHT DESERT STRIKE WAS A DAY AT THE BEACH, WELCOME TO THE JUNGLE.

The Madman's dead, but he's got a son and insanity runs in the family. Kilbaba Jr's teamed up with Ortega, the murderous drug-lord. They're loons with nukes



and they've got the world by the short and curlies so put down the bucket and spade and get ready for the Jungle. The Comanche battle chopper won't be

enough for all 9 killer missions so there are 3 more attack vehicles

to get slick at; a mine-laying Hovercraft, a Stealth bomber and a Special Forces motorbike. It takes 16

megs to contain this helicopter nightmare and on 16 July, it's going to be unleashed. You'll love the arts.

ELECTRONIC ARTS

MEGA DRIVE

16 MEG

JUNGLE STRIKE
THE SEQUEL TO DESERT STRIKE

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MEGA

MEGA ACTION

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EUROPRESS INTERACTIVE

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MEGA ACTION is the new Mega Drive magazine from Europress, one of the largest publishers of computer magazines and educational software in Europe. It is our aim to bring you the best magazines at the right price and provide you with the latest and most honest information, written in an entertaining style. If you have any comments or questions about MEGA ACTION, please write to Nick Merritt at the address given above.

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■ Welcome to issue two of the country's fastest-growing Mega Drive mag! And what treats we have for you this month – if this lot doesn't keep you off the beach, nothing will!

WORLD NEWS

6 This month we unveil Japan's newest blockbuster, *Eliminate Down*; Sony's latest releases, the much-rumoured *Sonic* CD and a new shooter, *Gunstar Heroes*!

CD NEWS

8 A new section joins MEGA ACTION this month – yes, it's a look at the latest CD news, including *Indiana Jones!* Well, we know how many people are going to be upgrading...

CHARTS

10 More Charts aggro as *Super Kick Off* makes its move to the top. But how long can it hold off crazy Conrad Hart and the rest of the *Flashback* crew?

REVIEWS

12 Phew. We've gpt some stormers for you to have a look at this issue, including *General Chaos, TechnoClash, B.O.B.* and Domark's latest racer, *F1*! Now if that isn't going to be enough for you, we're going home!

CD REVIEWS

28 With all the people planning to move up to Mega CD, it seemed stupid not to take a squint at the scene ourselves. So, lo and behold, find *Batman, Switch* and *Nightstriker* well and truly checked out.

THE WINDS OF CHANGE

34 Our roving editorial correspondent, Jason Spiller, managed to blag a ticket to Chicago. Well, OK, so he was going to check out the latest news from the CES show – turn to page 34.

WIN!

37 Dead easy one this month – fancy a Sonic jacket? If you do, just turn to page 37 to find out how you can lay your hands on this fine item of clothing!

MORE MEGA MAYHEM!

Not only are we bringing you the best coverage but we're creating a whole set of new ideas which you'll see filtering into the magazine over the next couple of issues. This issue sees the Mega CD section!

PREVIEWS

38 And in our cover story this month, we bring you a look at *Jurassic Park* (and don't say, "What's that then"), the first UK eyeball at *Silpheed* (it's wild), a squint at *The Terminator* and finally, a long hard gaze at the awesome *Mortal Kombat*. Try to beat that coverage!

GAMES GEAR

49 Find out what the latest Sega gear to be seen with is as we rummage around Pulse Distribution's cupboard and photograph it.

MEGA JIVE

50 OK, OK, so it was dumb to ask about the letters page on the first survey when there wasn't one in the issue, but here it finally is!

CONTENTS

WIN!
51 And in the second of our two-part series in the raiding of Pulse's cupboard, we give away all of their merchandise! (Well, some of it anyway.)

CRACKED!
52 We've got a rare treat for you this month! Yep, two huge titles cracked for you! Due to technical difficulties, we couldn't bring you part two of the *Flashback* guide last month, but this issue, here it is (so you can all stop phoning now!). And, in an event of major Galactic importance (or something), you also get part two of the awesome *Jungle Strike* player's guide! Pretty good, eh?

SURVEY TIME
55 It's true. Another survey so soon after the first one. The usual bribe is offered to those who'll fill it in!

HINTS AND TIPS
62 The ever-popular hints and tips page lurks with all the latest info. Just one thing: please don't send us any more *Flashback* level codes!

LIBRARY
64 The last Library this month – we're introducing something new in the next issue! It's wild, it's cool and it's hard work for us! But enough on that for now...

NEXT MONTH
66 Just look at this contents page. Can you really believe you're getting all this for only 99p? Amazing! Anyway, this box is for the Next Month page. Enough plugs already!

JUNGLE STRIKE/ FLASHBACK PLAYERS' GUIDE

Phew. How can we possibly better a set of player's guides this good, eh? Not only do we crack the remainder of *Jungle Strike* but we bring you our promised final part of *Flashback*! Now just what are we going to do in issue four...?

MEGA REVIEWS

So. You're after a game and don't see why you should spend £1.25 extra on over-priced reviews from other magazines? Fair enough. We're sure we can help out somewhere...

Andre Agassi Tennis 27
Batman 28
Bill Walsh Football 23

B.O.B. 20
Ex-Ranza 16
F1 24
General Chaos 12

Nightstriker 32
Pro Striker 19
Switch 30
TechnoClash 14
TimeGal 32

WORLD N

Welcome...

...to the third issue of MEGA ACTION! Thanks to all the people who answered our survey in issue one – and for people who enjoy doing surveys, there's a follow-up in this issue!

One thing we did find out from it was the large number of you who plan to move up to Mega CD in the near future – good news for Sega and wild news for us as we're introducing a Mega CD section in the mag from today.

But those of you who aren't need not worry – there'll be plenty more new ideas in MEGA ACTION over the next several months!

Anyway, enjoy the issue!

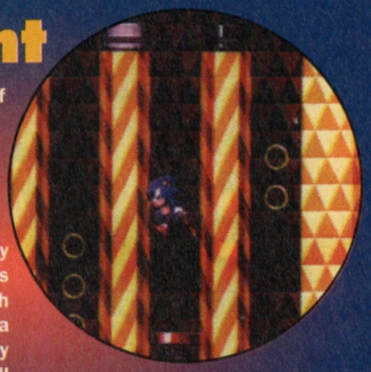
Regards,

Nick Merritt – Editor.

Take flight

We remember the good old days of flying. Sitting squashed in Economy Class somewhere under the wheel arch while the air stewardesses spat at us and fed us rats and things.

Of course, everyone has it easy now. From July 1st Japan Airlines are replacing their Gameboys with a new Sega colour machine (with a five inch screen). Games to play on those dull long haul flights will include *Sonic*, as well as Mahjong and golf. A Sega flunky said excitingly, "Compared with the Gameboy which has a smaller black-and-white monitor, the new 16-bit machine will enable players to enjoy more dynamic games on a large colour screen." So there.



▲ *Sonic takes to the skies, having run out of land to conquer.*

On the Edge

Sega's new Mega Drive adaptor, The Edge 16, is to be launched in the United States next year. It'll allow people to challenge each other to games which can be played over the telephone. It will also have a keyboard port allowing you to have conversations with your mates too! Electronic cards will also be available, allowing you to customise characters in your favourite games. Future versions of The Edge will also allow multi-player networking, so let's hope this device will arrive in the UK soon.

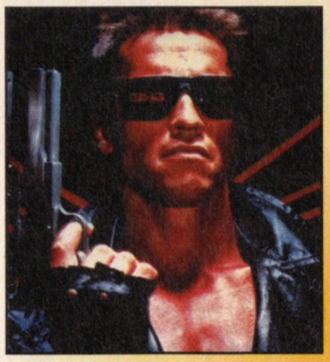
Kids' stuff

Sega are a company on the move, and no mistake. And while people whine over here about teenagers spending so much time in front of a videogame, Sega are quietly creeping into the educational market too – in Japan.

But, in what may turn out to be a controversial move, they're doing it by creating a computer, the Pico, that kids as young as three will be able to use. It's a touch-type style machine which Sega says will 'allow kids to challenge themselves intellectually while enjoying interactive software in picture book form'.

Sega plans to use the machine to expand sales in its toy division, something that many parents will undoubtedly feel some unease about. Undoubtedly we'll feature more on this if the machine becomes available in the UK.

Sony boys



◀ *Arnie returns in The Last Action Hero this summer, on a Mega CD near you. Watch out for it...*

Sony's a company with their eyes firmly fixed on the future. Of course, it could only be a Japanese company with this attitude since Britain is still obsessed with WWII and the '66 World Cup which is why we're so admired in the world for our forward thinking and innovation.

And while we all sit here mumbling about the 1970s and how good they were (they weren't – we were there), Japan gets on with snapping up those remaining gems of ours which didn't go under in the recession. Psygnosis was the latest to get the yen and Sony now own a back catalogue which includes titles *Lemmings* and Psygnosis's latest CD products, *Dracula* and *Microcosm.*

Sony's latest CD games products also include *The Last Action Hero* (they own Columbia Pictures so it wasn't hard) – from film previews a more apt name might be *The Last Action Turkey – Cliffhanger,* Sylvester Stallone's latest vehicle (why he doesn't walk and save us all the trouble, we'll never know) and several games based on grim American gameshows like *The Wheel of Fortune* and *Jeopardy.*

Sony are very confident they've got the products to conquer the world – but one can't help having the feeling they might have put all their eggs into the Mega CD basket... We guess we'll just have to wait and see.

Going down

It must be difficult being a games developer. OK, so programming a top hit may be tricky, but it's nothing compared to thinking up a neat name for it. The latest in the "Ohmigodwhatarewegoingtocallit" stakes is *Eliminate Down* from Japan, a country notorious for speaking Japanese instead of English.

This strangely-titled space extravaganza features the sort of power-ups the Emperor had in mind when building the Death Star and promises to fry your TV set with a feast of graphical mayhem. Keep your guns cocked and ready for its UK release, expected any time soon.

▲ *A variety of weaponry can be deployed against these alien scum.*

▲ *This is a ridiculous weapon but it looks dead good. Fry.*

▲ *Wipe the scale monster from the oceans of the world.*

▲ *If crazy power-ups are your thing, you couldn't do worse than this.*

EWS

Wonderful JVC

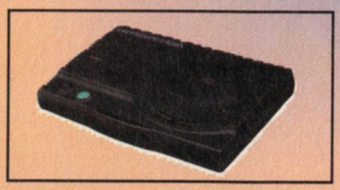
Rumoured and argued over for months now, the JVC Wondermega has finally been unveiled.

In line with new design specifications similar to that of the Mega Drive 2 the JVC offering is sexy and sleek. Fully compatible with all Sega offerings this unit is a cartridge/CD unit combined.

The joy pads are of the six button variety with both corded and infra-red versions available. Full MIDI capability has been included so serious applications can be used like piano tuition and the dreaded Karaoke.

These are the first pictures available of this new unit in the United Kingdom at this time but rest assured we will be on the case obtaining specification.

Without doubt MEGA ACTION's coverage is the fastest and most up-to-date service around!



◀ *Tastefully styled and boasting six button control this new unit, although destined to be more expensive than the now reduced Mega and CD 2 will allow full compatibility with previous Mega Drive titles.*

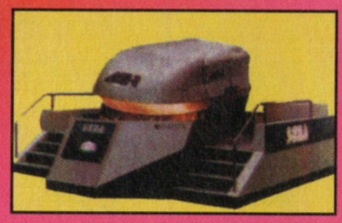
Pleasure island

Sega have taken up residence in a ruddy great island in Yokohama, Japan, where people will be able to disappear! Nope, this isn't as sinister as it sounds because it'll be to play games!

Their spot is called Carnival House, 32,000 sq ft of arcade mayhem, carnival rides and Sega's latest games, including the *AS-1* simulator. Also lined up is the *Virtua Formula* polygon racer, so if you're lucky enough ever to visit Japan, make sure you duck in.

▲ *Wow. Sure looks like the sort of place this magazine should be sending its Editor to check out. Eh?*

▼ *The AS-1 simulator looks unnervingly like the bad robot in RoboCop. We're staying away.*



Going green

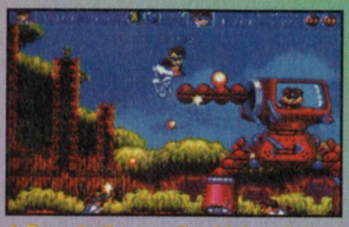
Cutting the grass is not something that most people are wildly eager to do. But if it was to lead on to the development of god-like powers, we'd be first in the queue with our Flymos. Yep, *The Lawnmower Man* is coming to your Mega Drive – but not until the first part of 1994. It'll contain six real and 20 virtual worlds, so watch out for it. More next month...

Taking the peace

Galactic peace and harmony is a much overrated concept if you ask us. Let's face it, if it wasn't for millions of creepy aliens having a go at hard-pressed humans, we wouldn't have had films like *Star Wars*.

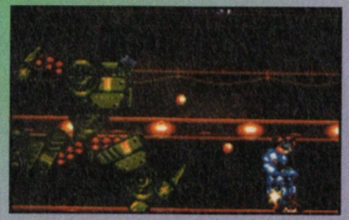
Mind you, we also would've missed gunk like *Battlestar Galactica*, so wheel out the olive branches, please. Anyway, the latest instalment in the "this galaxy's not big enough for the both of us" syndrome is *Gunstar Heroes*, a game from Japan where a bunch of heroic warriors nip around the Milky Way slaughtering anyone who's not into love and peace quite as much as they are.

As you can see from the screenshots, the game features bright, cartoony graphics, a multi-player option and a bit of strategy thrown in for good measure. Keep an eye stalk out for it.



▲ *Do unto them as they'd do unto you, but do it first.*

▲ *It's kill or be killed these days, always a tricky set of options.*



▲ *Going underground... dah dah dah. No sign of Paul Weller here!*

Jaw jaw, war war

With the end of the Cold War the video games market has been looking very attractive for organisations looking to shift production towards civilian uses. Mitsubishi Precision is one company which has been touring the world's amusement parks in search of inspiration.

One idea under development is an advanced VR theatre, where the punters will be made to feel like they're travelling back in time, through space or under water.

It's all part of a trend where Sega have already signed up with General Electric's simulation department, with the aim of incorporating the new technology in Sega's theme parks.

Watch this space for further info on this subject.

Sonic gets CD

Well, call us fast, call us downright on the ball. A little bird struggled all the way over from Japan, flapping its little wings like crazy, desperate to show us some transparencies of the latest and greatest from Sega.

The *Sonic* CD has 500 times more memory than the average cartridge so expect something very very special from those blue, spiky developers. According to our source there is an awesome musical score, loads of cinematic sequences and a real voice for Sonic!

The game is only half-complete now but the finished version should be hitting British concrete about the end of Summer/Autumn 93. Don't forget, we will be there first with all the world exclusives!

▲ *Pinball-style antics sees you clocking up the bonuses.*

▲ *The true potential of the Mega CD is finally unleashed.*

▲ *In true Sonic style there will be loads of special stages.*

THANK YOU

Thanks must go the following for supplying software;

Game Tech
Tel: 061 831 7857
Console Plus
Tel: 0532 500445

SEGA ON

■ COMING SOON ON MEGA CD!

With a man on every corner and the odd agent blended into the development houses, MEGA ACTION now brings you all the latest hot releases for the CD system. Arcade machines and PC games seem to be the way it's going with all the releases under development being direct or modified versions...

MISAYA OF JAPAN

RANMA 1/2

ACTION ADVENTURE

Causing a stir in the Nintendo camp, this popular show-based format has been converted to the Mega CD with the added bonus of some real live anime footage. The *Rumoiko Takahashi* show, aired at prime time is one of the most popular cartoons in Japan at the moment and the CD offering reflects this with playability being something like an interactive cartoon. Certain options present themselves and you simply make the appropriate input.

Ranma ▶ fights Kunoh in hand to hand mayhem within a true martial tradition.

◀ A unique password facility lets you continue where you left the last fight.

RENOVATION

ANNET AGAIN

ACTION ADVENTURE

From the crew that brought you *TimeGal* comes yet another strangely-titled graphic adventure which is billed as the follow up to *Elviento*. Using the extensive memory capabilities of the CD unit the game involves level after level of high quality animation. You struggle throughout time zones battling it out with a fast-paced soundtrack, smooth animation and cinematic episodes between levels. The end of level bosses are a sight to behold, taking up most of the screen and providing even the most experienced with quite a challenge. Watch out for it!

Surrounded but not ▶ dejected! Battle it out with the best of them for time dominance.

◀ Cinema sequences keep both atmosphere and tension at an almost unbearable level.

SEGA OF JAPAN

CITIZEN X

ADVENTURE

Following on from the huge success of *Night Trap*, you now connect yourself to the more subtle role of undercover espionage agent. *Citizen X* is a full-blown interactive movie which is expected to set new standards. The Earth is under threat from a fantastic plot to have its entire surface spread with toxic gas. You accept the challenge to stop the disaster. This is done by making the selections A, B or C during any interaction "moment". Along the way contact is made with the likes of clowns and mad, maniac cyber punks- all hell bent on your removal from office. Grim.

◀ You are pinned down, outnumbered and facing pain. Time to make an appropriate selection. Fast.

Yeah yeah. The old ▶ deadly clown routine. Ermm. I don't think this a time for complacency.

CD

JVC
REBEL ASSAULT
SHOOT'EM-UP

One of THE most awaited simulation shooters around. Looking to be a big hit for *Star Wars* fans this puts you, via the Mega CD, right there in the hot seat battling it out with Tie Fighters of the Imperial Fleet. Using real footage and the custom scaling routine within the CD Drive, this gives both a sensation of speed and position within the space of combat. The Rebel cause is yours to save.

Stay in attack formation! OK, it is only you on your own so that shouldn't be too hard for you. ▶

KONAMI
LETHAL ENFORCERS
SHOOT'EM-UP

Being a US cop has drawbacks – everyone seems to want to shoot you. Never fear though, a training procedure has been developed using a unique interactive system. *Lethal Enforcers* simulates a number of dangerous zones meaning you are going to need quick reflexes and excellent judgement to survive.

◀ *Ooops. Those reflexes aren't what they used to be. Missing the bloke with the gun means a small, neat hole in the screen.*

RENOVATION
DEVASTATOR
ARCADE ACTION

Devastator is a side-on smooth-scrolling action-packed adventure in the Japanese vein. That means the enemies are a tad odd. You control a power suit which needs regular powering up, maintenance and of course the latest in weaponry. To get this just blast a wave then in *Nemesis* fashion run over to activate. Fun.

He's big, but notice that rather large weak spot, his head. Hit this a few times and it's mechanical heaven for him. ▶

TENGEN
ROBO ALESTE
SHOOT'EM-UP

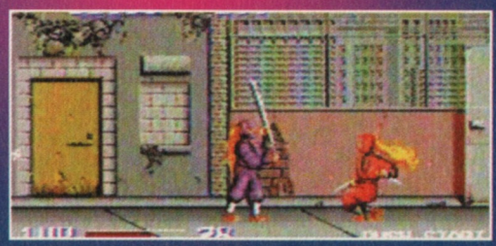
Does the game *Nobunaga* mean anything to you? Well it should if you are an avid import gamer as this has been causing a stir over in japan. Now billed as *Robo Aleste* you are given the task of taking to the skies. A special mention should be made about the soundtrack, a techno-disco crossover (believe me). Flying through the skies allows power-ups to enhance your suit with lasers, M-bombs and the deadly Shuriken (a ninja weapon).

◀ *Bosses are bosses in this explosion of both sight and sound. Funky vibes set the pace through the landscapes of tomorrow.*

TAITO
THE NINJA WARRIORS
ARCADE ACTION

The plot is straightforward and frankly, irrelevant. What isn't to be dismissed is the smooth action that surrounds this fighting experience. Using a wide screen format nothing is missed. The music can be set to play the arranged sequences or the arcade music can alternatively be played. As you take shots the body armour you wear slowly drops away just like a reptilian skin. Lose to much and it's curtains and back to Ninja Academy.

Practice makes perfect! Learning the moves and when to use them is half the ordeal in these classic beat'em-ups. ▶



JVC
INDIANA JONES
ADVENTURE

To say everyone was tight lipped would be an understatement! Anyway, *Indiana Jones and the Fate of Atlantis* puts you, as Indy, up against the Nazis. Against the clock you must stop the Germans from searching and finding a missing relic which will allow them to win the War. Based upon the popular "point and explore" technique used by Lucasfilm this is interaction at its best with fantastic graphics and an awesome soundtrack.

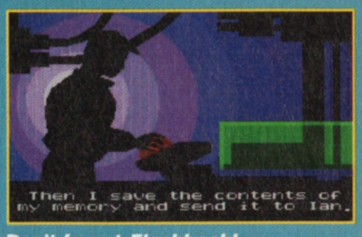
◀ *Explore just about anything you might see. Everything has a meaning and use in this graphic adventure.*

GALLUP CHART

It's the Charts and that's got to be good! Yes, this is the place to find out which games are the most popular so that you can copy everyone else's choices and ignore the reviews. Ah well... And also this month – the second ever Mega CD Chart!

Super Kick Off – in at Number One.

It's issue three of Britain's fastest-growing Mega Drive mag, so we're happy just because of that. But what makes it all even better is that finally, at last, rapturously, *PGA Tour Golf 2* is off the Number One position! But before everyone dances in the streets with mad abandon, it has been replaced with yet another sports game – the ever-popular *Super Kick Off*. So much for the effect of sunny days on sporting activity. In fact, there's quite a lot of movement in the Gallup domain this month – *Road Rash* backpedals to Number Six and that interminably boring do-gooding bit of tuna bait, *Ecco*, has sunk to Number Nine. Well, that's fine by us. Next month: Find out what happens in the Charts again. Wild.

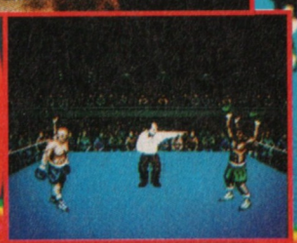


Don't forget *Flashback!*

★ New entry ✪ Re-entry

This month's position	Last month's position	TITLE	PUBLISHER	RRP
1	★	Super Kick Off	US Gold	£ 44.99
2	★	Flashback	Us Gold	£ 44.99
3	1	PGA Tour Golf 2	Electronic Arts	£ 39.99
4	11	Tiny Toons: Buster's Adventure	Konami	£ 39.99
5	2	Road Rash 2	Electronic Arts	£ 39.99
6	★	Another World	Virgin	£ 39.99
7	5	Sonic 2	Sega	£ 39.99
8	4	Streets of Rage	Sega	£ 44.99
9	3	Ecco	Sega	£ 39.99
10	10	Desert Strike	Electronic Arts	£ 39.99
11	6	Lemmings	Sega	£ 39.99
12	8	Mickey and Donald	Sega	£ 39.99
13	14	Speedball 2	Virgin	£ 34.99
14	9	European Club Soccer	Virgin	£ 39.99
15	16	Toe, Jam and Earl	Sega	£ 19.99
16	18	Golden Axe 2	Sega	£ 19.99
17	★	Fatal Fury	Sega	£ 44.99
18	7	Mega Lo Mania	Virgin	£ 44.99
19	20	Super Hang On	Sega	£ 19.99
20	15	Alex Kidd Enchanted Castle	Sega	£ 19.99
		▼ MEGA CD MEGA CD MEGA CD MEGA CD ▼		
1	2	Road Avenger		£ 39.99
2	1	Jaguar XJ220		£ 44.99
3	3	Sherlock Holmes		£ 44.99
4	4	Prince of Persia		£ 44.99
5	★	Black Hole Assault		£ 39.99

FLOAT LIKE A BUTTERFLY, STING LIKE A BEE!



MUHAMMAD ALI™
HEAVYWEIGHT BOXING

HARDER THAN THE REST

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OFFICIAL

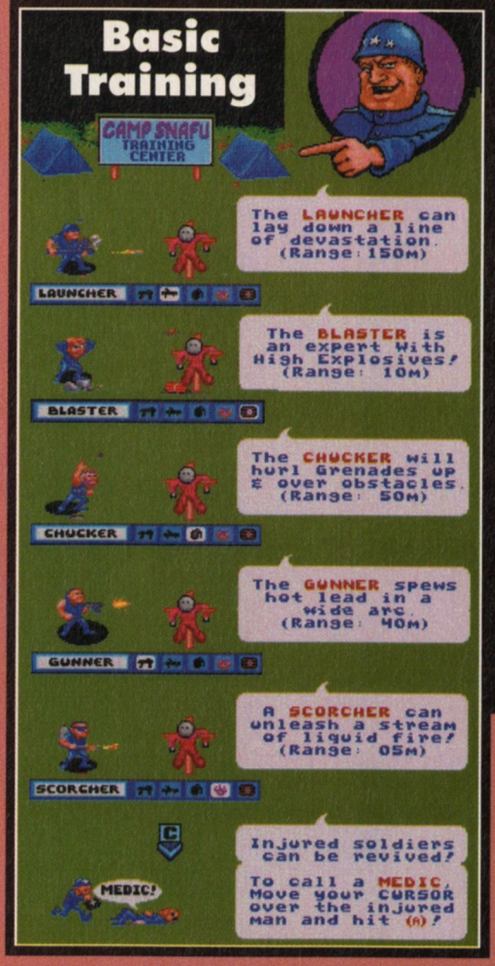
PUBLISHER
Electronic Arts
RELEASE DATE
August
PRICE
£39.99

▲ *Get Ready! Indeed preparation is a good start, knowing where to place the characters will win the day.*

▲ *Cornered the scum! Now taste my wrath with missile launchers and machine gun cross-fire.*

GENERAL C

■ There is a lot to be said for armchair warfare...


Basic Training
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The LAUNCHER can lay down a line of devastation. (Range: 150m)
LAUNCHER
The BLASTER is an expert With High Explosives! (Range: 10m)
BLASTER
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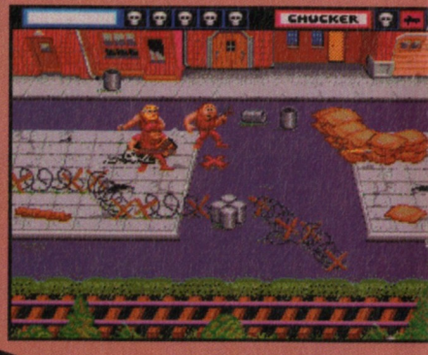
CHUCKER
The GUNNER spews hot lead in a wide arc. (Range: 40m)
GUNNER
A SCORCHER can unleash a stream of liquid fire! (Range: 05m)
SCORCHER
Injured soldiers can be revived!
To call a MEDIC, Move your CURSOR over the injured man and hit (A)!
MEDIC!

Before entering the field of conflict it is highly advisable to take just a bit of advice from your general. He will talk you through all aspects of controlling and maintaining your characters during the heat of the moment. Control could not be simpler in fact, just highlight the character you want, move the cross to the desired position then send the bloke running. Keep in mind both range and effect of the chosen character – it really is pointless trying to demolish a power station with a squad of machine-gunners. Well, not completely pointless – it is possible, but just takes more men and more time, neither of which you really have enough of!

Dubbed as the ultimate sport with quick thinking, careful planning, courage and cruelty high on the agenda for success, *General Chaos* adds a new perspective to the sometimes over-used theme of war.

The two principle characters set within this comic caper are General Chaos and his counter-part General Havoc. These two somewhat strange characters have unquestionable power over the countries of Moronica and Viceria, two countries which, according to record, are the most bitter enemies in the known world.

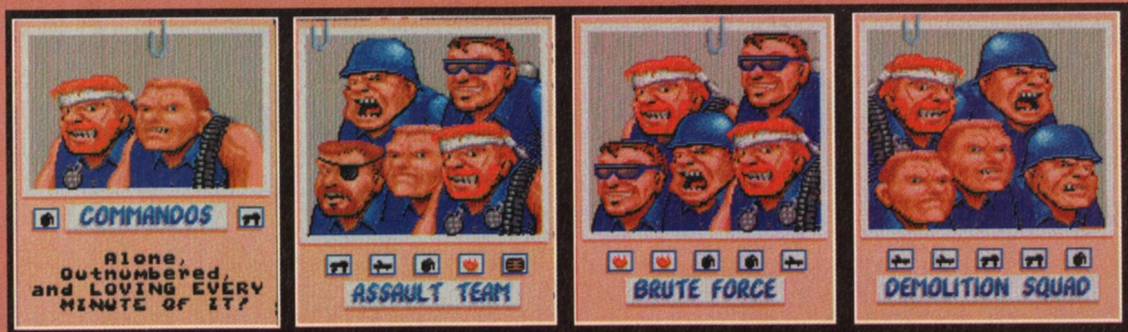
▼ *I'm a goner! I don't know, soldiers these days. You just can't get the man-power in this pixel world of Chaos.*



▼ *Rushing headlong into the enemy either see you wiped out without a prayer or just simply putting the conflict very close range.*

▶ *Now, just who are these idiots that keep going on about how great wars is.*

◀ *The final battle puts you in the impossible position of being well and truly cornered. To break out plan your attack very carefully.*



CHAOS

Being bitter enemies isn't enough. Each leader wants the other to pay the price of unrest. The ultimate goal therefore is to conquer the opponent's land and gain the country and all its resources. A nice title screen lets you know just how much enjoyment you can obtain from this new found position of ultimate leader.

TIP

Scroll through the characters keeping in mind the range of each weapon. Positioning them correctly then puts them out of danger.

Two down and the rest are well positioned. Luckily my strategy allowed for some on the spot safe cracking for those bonus points.

You start here, where the target is and with some strategic council you should end up in the capital.

Yours to command

As you progress through the game the map shows just how deep you are heading into enemy territory.

A dart hits the battlefield then you and your band of merry men are put into the fray at that point. Yeah, thanks dart.

Anyway, there are a couple of squads to choose from before you need to commit them to battle – each has a certain strong point which is readily apparent. Pick them carefully keeping in mind exactly what the task is that lies ahead. Identifying these strong and weak points is half the battle.

Littered around each battle screen are some bonus pick-ups for you. These consist of ammo crates, money or the odd bonus medical officer.

Sometimes the bonuses are hidden in objects such as safes or crates. This makes them bit harder to obtain but all you'll need is a brief flash of inspiration and you'll find that is enough to give the game away!

Winning the battle sees a break-down of your achievements. Don't forget the bonus opportunities!

Once again the power of the DJ triumphs over the lesser mortals. Not that victory goes to my head mind.

Great. Close combat. That can really only mean one thing – blood is going to be involved (probably mine).

This man means business. Give him all the support you can and in return he will live off your sweat and tears. Great.

Using the classic pincer movement I swept around the back and wiped out the opposition.

Four-play

Yeah! Too many friends? Got enough comfy chairs? Well cheer out loud because Electronic Arts have included a four-way play option which lets you, using the multi tap, link up and wage war against your mates. All your mates at once for that matter. The six button joypad has also been catered for though it is disabled to three button in the four play mode. So what is the four player game? Well as you might have guessed the screen would be tad full with 20 players on the screen so the option allows two teams of commandos to do battle. The commandos are individually controlled as there are only two of them, the two squads unit can form a team and wage war on the opposition in the form of player three and fours-combined commandos. This is a great deal of fun and involves a lot of shouting at each other with all the associated bad moods and general victory annoyance. Yes, like all the best games, you can lose your friends!

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL **88%**

SILVER

Brilliant. Original, fun and great. Just about everything is right here. Just when things were looking a tad un-original, along comes this to cheer us up. The four player option is amazing – within no time there'll be a very noisy gathering – everyone yelling tactical ideas out. In no time you are trashing the land and taking no prisoners. The only flaw really is the graphics, but that's not a major gripe. Oh, don't let that General escape for a replay! ■ **STEVE**

IMPORT

PUBLISHER
Electronic Arts
RELEASE DATE
July
PRICE
£39.99

▲ *Here it is, TechnoClash! What horrors will confront you I wonder...?*

▼ *A bit of mayhem never did anyone any harm, I say.*

TECHNOCLASH

Heck, magick has gone mad and we don't mean Paul Daniels either...

Magick and mayhem, mystery and, um, other words beginning with 'm' (I've run out). Yes, it's all here, plus a little science and technology too!

Just in case you were thinking that this new release from EA was a cunning attempt to smuggle GCSE Design & Technology into your front rooms, I'm pleased to disabuse you of the notion.

The scene: Strange things are afoot in the not-so-distant future. Technology has gone mad, as has most of the rest of the human population it seems, and everyone now walks around calling themselves names like 'Ronaan, Wizard Prince of the Inner Realm'. Whatever happened to Alf Smith from Cheam, I ask you?

Anyway, a bunch of Techlords have taken exception to the wizards having all the cool names (or something) and have decided to invade with their army of Engine Men, thus fulfilling the legend of the TechnoClash. It is your job, as Ronaan, to track down the chief oilhead and clean him up.

Right, I bet you feel much better knowing that lot. In fact, you're going to have to do a lot of thinking in strange wizard-like ways as this game involves a fair amount of spell casting and so on.

So. What do you have to do? Essentially, wander around shooting at things. Yep, the mystical language and pseudo-*Chaos Engine* setting fail to disguise the fact that *TechnoClash* is just a shoot/beat'em-up. You want another weapon? Press the 'B' button on the joypad and select a new spell. You may run out of spells eventually (although you start with a small number of spells and a limited quantity of each one) so walk over ones lying about to boost that declining total. And in case you find that you're still running out of magick, someone kindly packed a lethal looking staff.

However, the game designers would be angry with me if I left it at that. To keep that ever-possible beat'em-up tedium from striking, the game has also been stuffed with puzzles, things to unlock, eagles to send out...

You are correct. Also included as part of Ronaan's posse is Indar the Eagle. He's dead good with his eyes and likes nothing better than zooming around checking the ground ahead for bad guys and portals, then grassing the info to Ronaan. Also on the team are a couple of bodyguards whose job it is to babysit you. And just in case this turns out to be a dangerous state of affairs, they can have one of several 'attitudes' programmed into them – offensive, defensive or passive. Now I'm not sure if this means our bodyguards would use bad language, a shield, or just stand around smoking a fag while I get creamed, so it's a pity there isn't a 'homicidal maniac' option too, so I can just sit back and let the boys get on with it.

Just as you think things are going really well, there's a set of generals to defeat, waiting for you at the end of each level. Don't think it'll be easy wiping them out – however, when they die, they'll release part of a Life Staff, which boosts your energy.

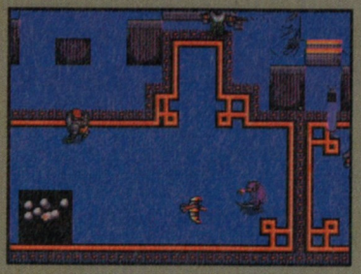
Whether this will appeal to you is up to you. I found it entertaining and I don't often go for this kind of thing.

▼ *Follow the instructions when you find a gate. This is where the puzzle element comes in.*

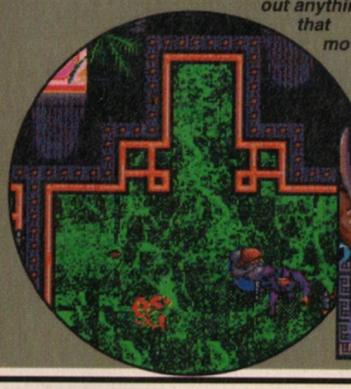
▲ *Ooops! Falling down this is not recommended for a long life.*

TIP
Wait until you get close to a baddie, then waste him with a well-aimed shot.

▼ *Your inventory. Also useful for navigating old Indar the Eagle.*



▲ *Indar the Eagle is a likeable guy, if a bit quiet.*



▼ *Here you are, on the first level. Wipe out anything that moves.*

▼ *Your crew. A useful set of chaps to have at your side.*

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
82%

TechnoClash is a slick, well-constructed swords 'n' sorcery beat'em-up. Okay, so the storyline may be a bit hackneyed but that's the thing these days. The graphics do their job, the backgrounds are colourful and attractive and the action is constant. However, whether you'll like it or not depends on how enjoyable you find wandering through loads of levels slugging it out with nasties. Really, this kind of beat'em-up isn't my thing, but I'm not going to hold that against it. I'd recommend you give it a glance. ■ NICK

■ The Magic Circle recently allowed its first female member to join – a certain Debbie McGee (Mrs. Paul Daniels).

the action zone

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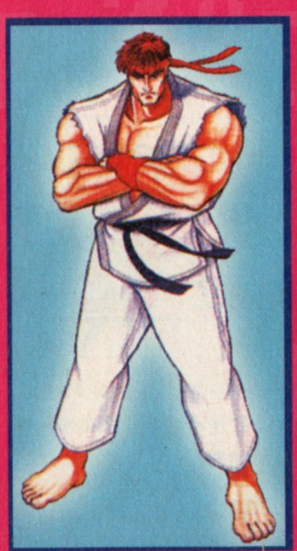

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OFFICIAL

PUBLISHER
Sega
RELEASE DATE
Out Now
PRICE
£44.99

▲ *It's the start of level one, it's a nice sunny day and you're about to get your ass kicked. Joy.*

▲ *Your guns are multi-directional and will lock on to a target all by themselves.*

EX-RANZA

Could this be the slickest shoot'em-up we've yet seen on the Mega Drive?

It's tough being the saviour of the Galactic Empire, you know. I mean, when I joined the Corps, I never expected things to get as tough as they are now. That was nearly 15 years ago and back then saving the galaxy meant ducking behind little green hills and shooting at bug-like spaceships that moved side-to-side and down the screen.

There was a certain romanticism about the job back then. You could save the known Universe and still be home in time for tea and Johnny Morris. Of course, since the Corps was de-unionised we've had to deal with all kinds of nasty – tentacled, slimy and clawed. Eyes in their arses and arses in their foreheads. Repulsive.

▲ *A recharge base or energiser. You'll need to pause for some power on the odd occasion. Handy for later!*

It was all *R-Type*'s fault naturally and since then things have got worse. The last time I went into the office – about three days ago – my Boss looked at me, snarled the usual stuff about 'civilisation as we know it is under threat' and five seconds later I was being stuffed into a large tin spacesuit by three over-muscled brutes with piggy eyes and IQs barely sufficient to let them walk down the street in a straight line. Perhaps it's time to quit. Or shoot my Boss.

TIP

Sneak up on enemy bases in your bike and launch a ground-proximity weapon from nearby. Then change weapons to kill any attackers.

Still, I managed to waste the usual hordes of aliens bent on my destruction.

Okay, so it wasn't easy but at least I had a kind of motorbike arrangement, a jetpack, some sort of plasma gun, a homing laser and a ground-proximity device which when thrown exploded along the ground until it hit something. Funky. It was a close thing though. Perhaps I'm getting old but by the gods, it was fast. Swarms of aliens, missiles, floating mines, defence bases and so on – it never stopped! Luckily the suit I was wearing was well-armoured (if a bit impractical looking for altitude work) and when I climbed into my motorbike thing, I gained some additional protection.

I must say, I did like my bike. As well as providing me with this protection, I was able to stand on it and ride it, or duck inside (it's a big bike) and change weapons – or nip inside to drive through tight tunnels. That was the main problem in fact – I could only change weapons inside the bike, but I got used to it.

They're a pretty dumb bunch, these aliens. Let's face it, when you go out on a mission of destruction you don't expect to find a bunch

Best destroyed with plasma ▼ as they tend to cluster and follow you around.

Enemy weapons

▶ *Floating mines: These float around alarmingly and fire missiles at you. Take them out with the plasma gun.*

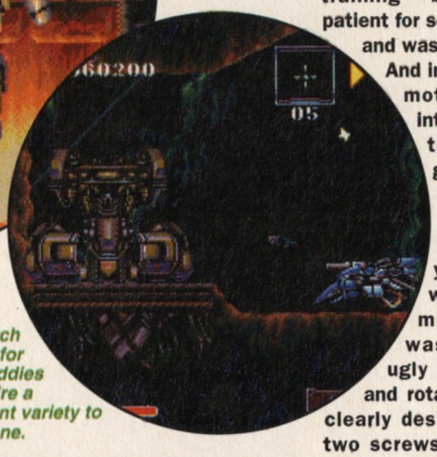
Mobile launchers: These walk towards you firing missiles. Kill them with lasers or plasma. ▶

▶ *A missile: These little suckers home in on you. They'll deplete your energy if they hit. However, they can be shot down.*

▲ *The start of level two – going underground! I trust there's nobody who's claustraphobic around here...?*

■ There is a name for blokes who dress up in metal suits and perform dodgy acts in them. Knights.

◀ The arachnoid boss at the end of the first level. (Yes, I know the word is arachnid, but this is a robot!) It's dead tough as you can see by the state of its energy bar on the right.



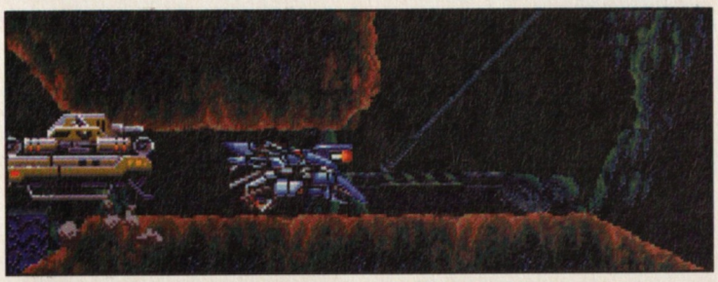
▶ Watch out for the baddies – they're a different variety to level one.

of energisers lying about. So if my bike or suit power got a bit low, I was able to hop aboard and power up. Most convenient – no wonder these aliens keep losing.

Well, it was convenient until I had to face the level boss. I know it's not the macho thing to admit to a fear of spiders, but everyone knows you have to be a bit unhinged to work in this business. You have to be just to forget about the lousy pay. Anyway, the first boss was a huge mechanical arachnoid with a severe attitude problem and an alarming resistance to all known bug-sprays. I thought my weaponry would have been of some help, but all it did was inflict minor damage until I remembered my training – be patient. After being patient for several minutes, I gave up and wasted the mother.

And indeed thoughts about my mother crept disturbingly into my mind quite a lot in the later stages of the game – mostly of the 'what-am-I-doing-here-I-want-my-mummy' kind, but since she died eight years ago, I guess she wasn't going to be of much use. Not that she was anyway. There were ugly monsters, fly monsters and rotating spiky monsters, all clearly designed by someone with two screws not so much loose as lost down the side of a sofa.

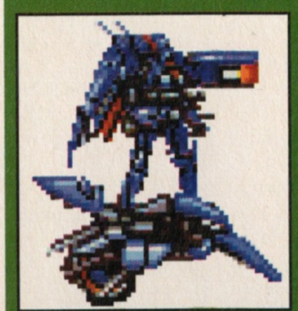
Well, I cleaned the vermin up and that's what I get paid for, but just once I'd like to work in a different field. Maybe running around in a maze gobbling up brightly glowing dots would be nice. Well, you can't have everything I suppose.



▲ Get into your bike to squeeze through those awkward gaps and tunnels, if you can.

▲ Kill the boss by scooting to this position and opening up with all guns. It's fun!

The joy of Ex



▲ I'm on my bike, as Norman Tebbit recommended. Handy for rapid travelling along the ground.

▲ The laser gun. It has the useful property of homing in on missiles and floating mines.

▲ Your plasma gun. This is dead handy for wasting a large quantity of baddies at once.

▲ If things get too hectic, you can retire to the safety of the bike. Missile hits will then deplete the bike's energy, not yours.

◀ Your ground-proximity weapon. When it hits the ground, it'll destroy anything in its path, as you can on the left.

▲ You can fire plasma and lasers at the same time, even handier for mass destruction.

I'm a real shoot'em-up fan so I'm generally dead choosy about what I rave over, but I can assure you that you'll never get bored playing this. Why, I even took it home after work. The game moves quickly, the graphics are excellent and the sound adds atmosphere nicely. So what if it starts to get a bit predictable – I can assure you that you won't have the time to do much thinking ahead. Excellent – I'd recommend you give it a shot. ■ NICK

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL 90%

GOLD

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IMPORT

PUBLISHER
Sega
RELEASE DATE
TBA
PRICE
£49.99

▲ Choose your tactics carefully – sweepers are en vogue, so how about it?

◀ Ahhh... a save is made! At least someone on the field is playing OK.

PRO-STRIKER

■ Just because the season has ended doesn't mean there's no football on our screens. Sega's latest piles on the agony.

It's not a good time to be a fan of English football, is it? Graham Taylor seems to look increasingly like a man without a clear idea of how to open the door into his back garden, let alone getting into the World Cup finals. The only running his team seems capable of these days is into the ground and the Sun's turnip gag looks more and more like a moment of controlled understatement. Still, there's always hope. Global warming might yet swamp every country in the world except England and drown every national team but ours.

So if footy is becoming a turn-off for you, there's always the chance of slinging a cart in the Mega Drive and getting on with things in your own way.

Pro-Striker is the latest footy title to hit the turf and is an official game from Japan's league, the J League (Gary Lineker's new home). As such, the game has been launched to cash in on the Japanese interest in all things footy and has been done in a way to show the complexity underlying the apparent simplicity of the sport.

This title is closer to *Super Kick Off* than *Tecmo World Cup* in terms of what you can do within the game. There's an option that allows varying degrees of spin to be put on a ball (although it is a start-up option and not something you can alter during a match). There's also an option to choose team formation and so on.

Now, about playing: Obviously, there are the usual kicking, tackling and heading manoeuvres but it is here that the trouble starts. Basically, passing the ball with any accuracy is murder. In many footy games, the nearest player to the ball automatically becomes the 'live' one – in this, you have to select the player manually. The players don't all rush towards the ball unless you make them and the ball goes exactly where you kick it. So, because the computer's reflexes are about eight million times faster than mine, the Mega Drive kept getting the ball and rushing towards my goal. Most unsportsmanlike. (There may be a method of altering these options but I can't read Japanese!)

TIP
This is a pass-based game, so forget about those Gazza dribbles – teamwork is of the essence!

This game really comes into its own in the multi-player modes. If you have the correct Sega dongle, you can squeeze as many as four players around the pitch. Then the gameplay comes down to something a human can deal with and it all starts to look a whole lot more attractive.

If you're a *Sensi Soccer* or *SKO* fan, this will seem pretty familiar. There's certainly enough here to keep you playing for a long time.

▼ They shoot... and do they score? I should tell you?

▼ A lot of expensive players hang about for no particular reason.

▲ My goalie, Bill Butterfingers, is 70 years old and was transferred to Japan from Catford City Rovers for £1.50.

▲ It's half time and you get the opportunity to change your formation. Sweeper seems to be doing well (cough).

Football games are an ever-expanding part of the Mega Drive market and this one moves in with an eye to one of the top positions. All you'd expect to find is here but in the one-player mode it's just too difficult to keep frustration at bay. However, things hot up nicely as additional humans plug themselves in and four players can be a rowdy affair! I'd certainly recommend this if a challenging footy game is your thing – but otherwise, I'd give it a miss. It's not for the basic kick-about fraternity, so if that includes you, try Tecmo World Cup. ■ NICK

MEGA

SOUND
GRAPHICS
ADDICTIVENESS
PLAYABILITY

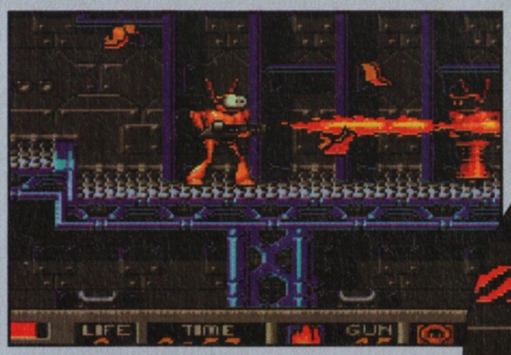
OVERALL
72%

■ Most of the teams in Japan's J-League used to be company teams for Japan's big corporations.

OFFICIAL

PUBLISHER
Electronic Arts
RELEASE DATE
Out Now
PRICE
£39.99

BOB's a guy with lurve on his mind and a huge weapon in his hands. OK, sorry, but how could we let the obvious jokes go by, eh?



Tread carefully – there is a whole planet out to remove BOB from this mortal plane, so keep your gun powered up and a smile on your face.

B.O.B.

BOB's big, bad and his babe is not going to be happy... He'd better watch out!

Since the success of the likes of *Sonic*, *Mario* and *James Pond*, the main character design is almost as important than the game itself. This has a great deal to do with instant marketability, the theory being that we all like cute characters, no matter how hollow the surrounding gameplay is. And of course, this instant marketability can translate into some respectable sales figures for the merchandising too.

I don't know about you though, but I prefer playing games to gazing at cute on-screen characters or eating off *Sonic* disposable plates!

So if the criteria are cute, funny and lovable, we ask, has BOB got it?

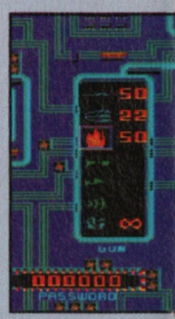
You would have thought it'd be easier to make Mike Tyson look cute and lovable than a hulking yellow android. Yet Canadian design team Gray Matter came by cutesy-pie BOB from simple doodles. These idle scribbles turned into an office mascot and from there BOB the droid became the nucleus of a game project called, interestingly enough, BOB.

▲ *Don't think that meandering around aimlessly is going to get you very far – remember, your lurve is waiting!*

BOB looks like a cross between an early Transformer (complete with ridiculous flares) and Captain 'Ricicle' Rik, thrust into what is essentially a platform game based around a daft scenario which has the hapless droid hurtling across the galaxy in his dad's motor for a hot date. Unfortunately, for the amorous android, his pop's car breaks down on the hard shoulder of the Planet Goth which is inhabited by a rather unpleasant bunch of critters.

So while his rumpy-pumptress waits in the old cast-iron lingerie and with the lights down low, BOB must find another motor in order to continue his quest for lurve. What relevance does this have to the game itself? Well sod all really! At first BOB is ill-equipped for such hostility with a mere three lives and what amounts to little more than a 50 round pea-shooter. Fortuitously, there is a veritable arsenal just laying around the Planet Goth which BOB can collect to add immense power to his pecker.

The game is a race against the clock progressing through three massive levels which take you through Goth, Anceana and Ultraworld. BOB is a comparatively large sprite but his bulky clumsy-looking appearance belies an almost Lionel Blair-like grace and suppleness with BOB boasting one of the most elaborate yet easy-to-use control interfaces aided by very polished sprite animation.



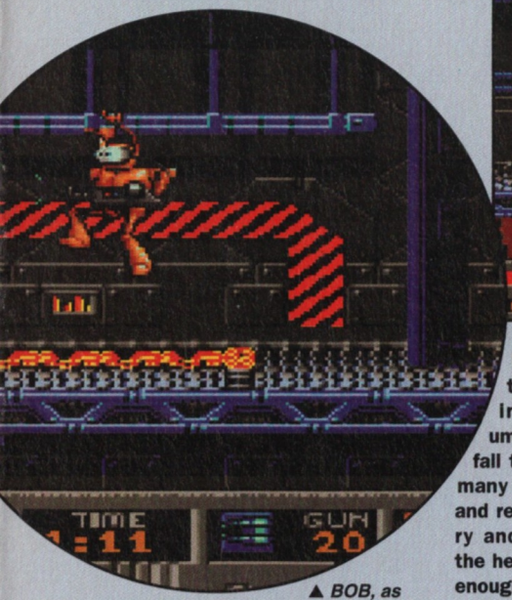
Collectable weaponry and ammo is as plentiful as it is predictable – all state-of-the art stuff; triple shot, flame thrower

▼ *Great. Old potato head is obviously dead upset that he doesn't share BOB's cute looks. So waste him. Jealousy is a terrible thing, eh?*

▼ *The lava boss is not a guy most people would like to cross, but BOB has a heart of steel.*

▲ *BOB comes well armed with remotes, flame throwers and a variety of state-of-the-art video games weapons. Use them wisely – the power might be too much...*

■ Most 'cute' characters all have big eyes – so they look similar to babies. Scary, eh?



▲ *BOB, as you can see, is about to run into a touch of trouble with the natives. Don't let that worry you too much!*

and rockets, all doing little to advance the state of in-game weaponry.

Notably, rockets have a homing device which seek the target, while the flame-thrower is a formidable alien sizzler although cumbersome and short-range. Wave is capable of singeing your eye-brows through the monitor screen. Working as an accompaniment to the weaponry, the ingenuity of so-called 'remotes' singlehandedly plucks BOB from the pit of predictability.

▼ *Things could get just a little a bit confusing here. So remember, you're the guy in the orange metal suit, all right?*

The remotes are effects to aid BOB's progress over obstacles which would otherwise be insurmountable. Most amusing and helpful are the helicopter hats which lift this certified propeller-head from trouble usually into even more perilous situations. Other *Road Runner* inspired antics include an umbrella which opens up during a fall to stop BOB from becoming so many nuts and bolts. All weaponry and remotes are listed in an inventory and are interchangeable during the heat of the battle. If you're lucky enough to find a spare moment that is, of course!

◀ *Goodness knows why BOB is so happy. 'Yo, can do?' What kind of a fruit-cake are you controlling after all? (Some people may be taking this cute thing too far!)*

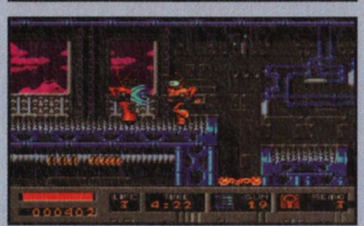
The bulk of the enemies which in the early stages of the game look as though they have been recruited from the annals of arcade-gaming, involve the usual suspects: floating mines, ceiling cannons and homing missiles are some of the hardware which players will undoubtedly have encountered before. In addition, a veritable menagerie of flying, floating, buzzing pests dutifully maintain an annoying vigil.

Perseverance has its rewards as more imaginative and amusing enemies will eventually be encountered, including walking cannons, so-called potato heads and spooky spectres which are all thrown together in a sort of adversary hot-pot.

So that's BOB for you. Is a cutesy character enough to make you want to go out and buy a game? Or does the fact that BOB is a decent shoot'em-up tip the scales in its favour? Whatever reason you like most, there's one more thing: just what does B.O.B. mean?

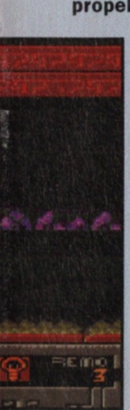
▲ *BOB goes bounding over any and every obstacle in his way – this man can certainly fly!*

▼ *BOB's main weapon of choice is a plasma gun. It has excellent range and destructive power.*

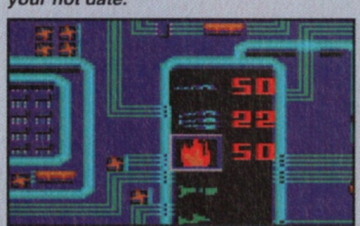


▲ *This guy is in for a nasty surprise and no mistake. Just goes to show that looks can kill...*

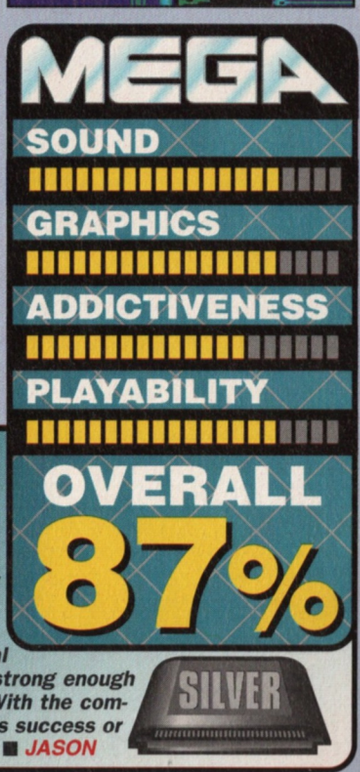
▲ *Roast lobster is a good idea any time. Something to bring the sweetheart I suppose.*



◀ *Watch out with that flamethrower! There's plenty of flammable material just itching to spark up.*



▼ *There are plenty of levels for you to contend with on your journey towards your hot date.*



It's easy to say that BOB is yet another platform-style game. This uses many of the features and icons seen many times before. But BOB is slickly produced with plenty of action with the 'remote' features providing much-needed invention. BOB's a handsome hunk of metal but as to whether his character is strong enough to go much further is debateable. With the competition in the cute game stakes, his success or failure is a precarious thing indeed. ■ JASON

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IMPORT

PUBLISHER
Electronic Arts
RELEASE DATE
Out Now
PRICE
£44.99

BILL WALSH'S COLLEGE FOOTBALL

A crowd-pulling, adrenaline-pumping feast of grid iron action...

If *John Madden's Football* was a no-nonsense, blow-by-blow US rules football simulation, then *Bill Walsh's College Football* is all that with whistles and bells. Since *Madden* has fallen from grace somewhat in the eyes of football fans in the States, Electronic Arts didn't have to look far for a manager with a quite remarkable track record – Bill Walsh. Designed by the team that made *Madden* a worldwide hit, *Walsh* is considerably more advanced with a re-designed engine aimed at enhancing the player's involvement in the game. In addition the structure of the title offers more to the expert, while making the simulation more accessible to those with only a rudimentary understanding of American Football.

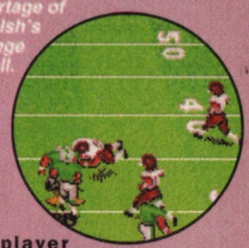
Graphically, *Bill Walsh* is as bold and flashy as the game which it is simulating, with front end graphics setting the typically-American hyper atmosphere. A commentator full of the usual bull, a chest-thrusting, pom-pom waggling brigade of cheerleaders and a capacity crowd set at fever pitch, it's all perfunctory nonsense but it adds to the fun I suppose. The front-end interface is simple fare, offering the opportunity to play just about any college league side, 24 in all. At this stage, it is pointed out that there are some rule differences between normal league and college football, simple things like two-point conversions and triple-option which make the nature of the game more pacey and quicker to change.

TIP
Timeouts are there to be used for tactical alterations. Don't be shy about using them when needed!

◀ *Unfortunately there isn't much scope for arguing with the referee but that's the way it goes I guess.*

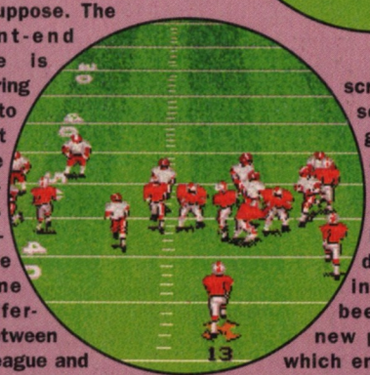
Even the commentators get in on the act in this! ▶

▶ *When things start to get a tad tricky on pitch, gather your men together and sort it all out! If you can disengage them from the opposition anyway!*

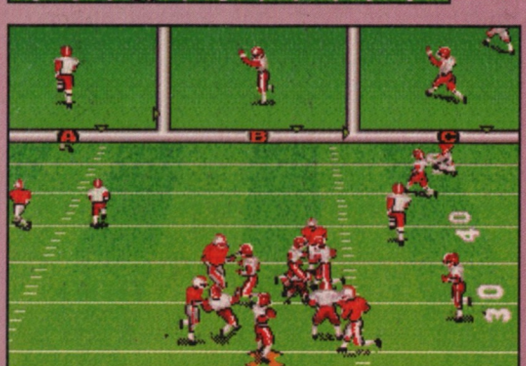


▶ *There's no shortage of realism in Bill Walsh's College Football.*

▲ *The game is full of excellent perspective graphics.*



▼ *There are plenty of options for delaying play and annoying the opposition.*



◀ *American Football wears its mayhem on its sleeve. Be prepared for some bone crunching!*

player choice during the game of planning play tactics for tackling a certain situation. This aspect of the game takes time to master and a lot of wrong decisions can be made.

There's a nice balance of program control as the team carries out the game orders with the player able to intervene while the engine copes well with the somewhat confusing array of tactics which can result in a two-player game.

Both technically and aesthetically, this really is an attractive football simulation and a noticeable advance on *John Madden's*.

screens focus on action sequences during the game. With the absence of joystick and keyboard, the team had to be very inventive in the design of the control interface. This has been achieved with a new play-calling gadget which enables the player to choose defensive or offensive play with one simple command. You can also pre-select audible plays and opt for automatic or manual catching, the latter proving to be more unpredictable in practice.

Bill Walsh is essentially a tactical simulation giving the

John Madden's Football was an emphatic success and Bill Walsh will be all that and more. Graphic-ally, it is a real treat with stunning atmospherics, great graphics and animations which enhance the overall gameplay immensely. You have to see it to believe it! For those with an interest in American Football but have yet to pluck up the courage to part with hard-earned cash, I can guarantee you'll not be disappointed. Get hold of a copy today! ■ JASON

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
89%

SILVER

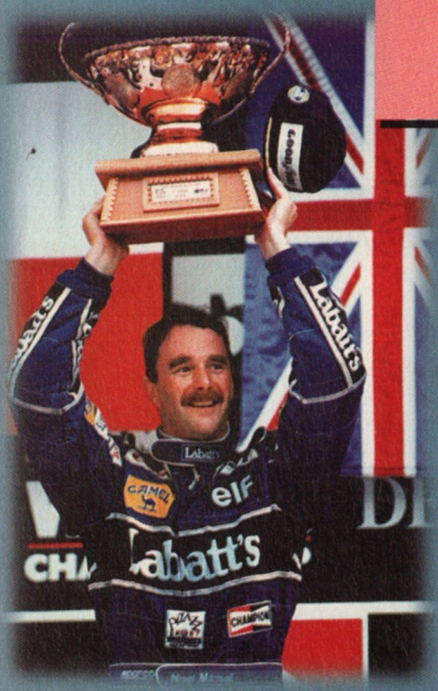
■ The San Francisco 49ers are the only team to have won three Superbowls in a decade.

OFFICIAL

PUBLISHER
Domark
RELEASE DATE
Out Now
PRICE
£39.99

F1

We find out if Domark's latest is ahead of the rest or in the Pits...



▲ *Don't go thinking split screen racing is easy you know. There's plenty going on all at the same time which might get a bit confusing.*

▲ *Jostling for position on the crowded track can be nightmare at time, but you're a highly paid F1 jock now!*

▲ *The Mount Fuji circuit in Japan. Now, Mount Fuji is supposed to be dead high, so I'm not entirely sure how much of a good idea this is.*

The intrigue, the politics, the glamour... nope, I'm not talking about life on the MEGA ACTION team – it's Formula 1 of course!

Sure, there are plenty of car-racing games available on the Mega Drive. But none of them could pass off as even a half-serious attempt at simulating the realism of motorsport.

With *F1*, Domark's bid is to re-dress this situation. But will *F1* take the chequered flag or stall at the starting grid?

The fact that Domark's *F1* has the Formula 1 fraternity's official thumbs-up is undoubtedly the most significant indication that this game has got something. But just what that something might be isn't immediately obvious... in stills, it looks a heck of a lot like that old retainer *Vroom!* However, the claim that Formula 1 driver Damon Hill has been 'cooing' and 'wowing' about it does kind of suggest the need for closer inspection. Domark's boast is that it is the fastest car-race game ever produced, which, to the naked eye, is a bit like Volkswagon saying their GTI's 0-60 time is half a second quicker than a rival. The issue is not so much how fast the scroll is as to whether it is a realistic interpretation of speeds attainable in Formula 1 racing!

TIP

It's not all a matter of speed and overtaking other cars in this game – if you get your pit stops wrong, you'll lose the race!

Of course, I can't comment from experience of driving an F1 car (more's the pity), but the overall effect in *F1* is reminiscent of those dramatic in-cockpit camera shots which present a driver's eye-view. As a pit crew might analyse a new racing prototype, *F1* could be a winner or an extremely expensive and embarrassing mistake! As in real-life racing, it's all down to the technical edge!

This is essentially a track-level, cockpit-view affair. *F1* is an eight-megabyte game with a 64 megabit back-up and the best part of 500K pumped into pure speed which propels a so-called 'Turbo', mode to the "fastest ever" boast.

Incorporated in this speed is the smoothest transitional scaling of track-side objects I've ever seen. These objects are all refined scaled sprites, not the usual rough scratch graphics, which produces enhanced smoothness at speed. Granted that visual smoothness might not be completely realistic, but it is visually, erm... nice!

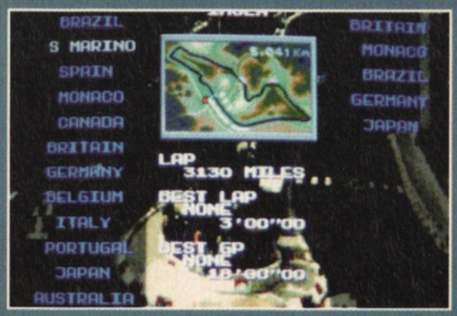
Furthermore, thanks to the use of 3D polygons, even at cockpit level more of the track ahead and the various landscape objects and details can be seen further up the road than any racing-title.

What is most relevant and notable, in the context of car-racing simulations is the track design and the way the car behaves. In *F1*, the development team has added so-called 'screen sheer' which produces

◀ *Ahhh, there's nothing better than a quick spin around the Silverstone circuit in a high-performance car and some groovy overalls!*

Ha, you'll never beat me, car two! I'm just the best driver on the planet, bar none! Erm, OK so it looks like I've finished my lap a bit early. So? ▶

■ Ayrton Senna was once stopped for speeding near Heathrow airport. The police let him go.



▲ *As you can see, there's a wide selection of Formula 1 street and track circuits available for you to test your skills on. Good luck in Monaco!*

▲ *You get the chance to preview each track prior to selection. That's a good straight bit of road there... very tempting to burn up that one I think!*

▲ *Yeah, right. Let's just obliterate my chances of winning the Championship by having a spin along this notorious track. Nice scenery though...*

◀ *Whoops, I've come to something technically known in the trade as 'a grinding halt'. Better flit back to the pits... What do you mean I can't?*

▲ *As you drive along, your progress gets measured on a map of the track, on the top left of the above screenshot. Handy for keeping track of rivals.*

Competitor cars have different speed capabilities and each driver has an individual personality with a range of competitiveness and skill which varies as you go from Hockenheim to Suzuka to Silverstone. In addition, the skill levels, which range from Novice to to Expert, can really turn the heat on and, as if the game needed it, a Turbo option increases speed further.

Also for that extra edge of competitiveness, *F1* features a two-player mode which is presented as a horizontally split screen, inspired perhaps by that old 8-bit chestnut, *Pitstop 2*.

Speaking of the pitcrew, strategy is an integral part of *F1* – a decision such as tyre compound, wet or dry condition tyres and knowing when to change them could win or lose the Grand Prix and a handsome pot. So, true road camber, or in simple terms sloped corners which more accurately simulates a real track. Furthermore, the team has independently modelled the car's suspension on each wheel so that if one wheel mounts the kerb, only that wheel wobbles. Sonically the engine whines like a wasp nest that's just been hit with a hefty stick, as four separate sound channels even create a Doppler effect as you scream past competitor cars.

now the question is, do you have the bottle to get out there and start winning some medals? If you can avoid the notorious Formula 1 back-stabbing, egomaniacs and political infighting, who knows what will happen? So you'd better get yourself prepared for what could be the hardest piece of racing you're likely to have in your life...

▼ *Single player mode, a nice clear stretch of road... what could be nicer?*

The design team really has covered every eventuality with a quite stunning collection of features, some integrally important, others somewhat perfunctory. Formula One tarts will undoubtedly be able to poke holes in what is a reasonable attempt on the Mega Drive to provide some realism and strategy. But for those who just want to thrash around the track for half an hour, F1 comes up with the goods. Exhilarating fun all the way. ■ **JASON**

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

88%

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IMPORT

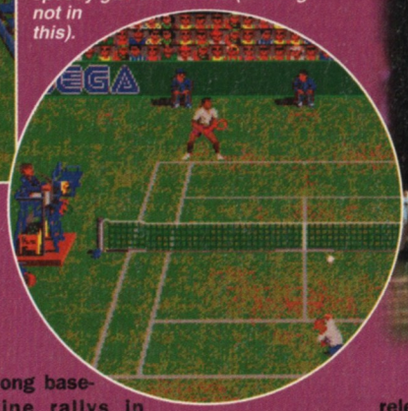
PUBLISHER
Sega
RELEASE DATE
Out Now
PRICE
£39.99

ANDRE AGASSI

Over-sold and over-hyped. Yep, it's Agassi time again.

◀ *Very valuable - practise against the ball machine and work on those tricky groundstrokes.*

▼ *Play on grass if you like a speedy game of tennis (although not in this).*



▲ *It's deuce in our indoors tennis match. Who's going to drop a point?*

So what's all this hype about Andre Agassi then? For goodness' sake, I remember when tennis players who got loads of attention used to be GOOD! The only thing of note that our Andre has won is Wimbledon – once! Could Andre Agassi really be the Virginia Wade of men's tennis?

TIP
Practise your shots in the Practise option – this will save much embarrassment out on court.

Well, we all know that a young brat with the right looks and the ability to swipe a tennis ball in the general direction of over the net can make millions these days, with endorsement, sponsorship and so on, and Agassi's latest move into the license stakes is this new tennis sim. Pretty interesting that all the fuss over Agassi shaving his chest hair off hit the screens the same day as this game hit my desk...

All right, enough cynicism already. *Andre Agassi Tennis* is pretty similar to the man himself: When you strip away all the hype, you are left wondering why you bothered to fork out the money.

Tennis games are so similar that the difference between one title and another is in the details. This is not a fault of the genre as such, but is more of a problem with tennis itself. So when we inspect the details, what do we find?

Well, the usual tennis stuff is here. You can hit the ball over the net (backhands, groundstrokes, lobs, forehands and so on). Serving the ball is easy – choose your shot and use the d-pad to select the direction of ball travel.

The details start to creep in over the crowd movement. For instance, peoples' heads turn to follow the direction of the ball – or so you think. In fact, if you leave your player standing around on the baseline for a bit, you'll notice the crowd's heads – guess – turning to follow the (non-existent) ball! Now this is nothing other than lazy programming.

Other problems manifest themselves when the ball goes out of play. You'd expect the linesmen to gesture when this happens — but do they heck!

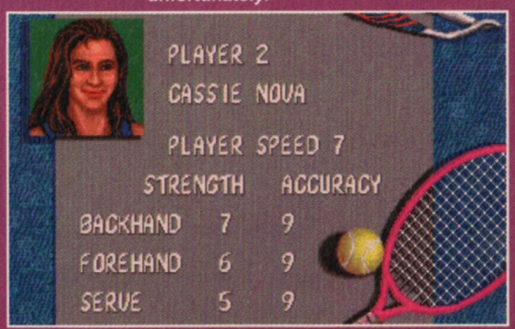
In fact, the linesmen are all represented by the same sprite, Agassi himself bears little resemblance to the actual player (probably a good thing) and the stuff that Agassi's famous for (the clothes and so on) just is not here!

▲ *Hard court tennis – hard on the knees that's for sure!*

▲ *Clay courts are often slow and dominated by hours of baseline play.*

Other more serious problems can be found with the graphics and the way the ball plays on different surfaces. Firstly, I found the graphics lacking a certain crispness – making play much harder on the eyes. Secondly, I didn't notice much difference in the ball speeds or types of rally when playing on non-grass surfaces. For instance, clay is a slower surface than grass which usually leads to long baseline rallys in real life, but none of this is evident in *Agassi's Tennis*. It's just a grass court game on a red surface, that's all. Tennis is a great game which this

▼ *Ah, now you get to see who you're playing against. You don't get a choice unfortunately.*



▲ *Things get frenetic when playing in a doubles match. Choose your partners with care!*

release ill-serves (if you'll excuse the pun). I'd advise you stick to *Pro Tennis Tour* for the moment – unfortunately, *Andre Agassi Tennis* needs putting out to grass.

▲ *Indoors – always a good option when the weather turns nasty!*

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
60%

Andre Agassi Tennis appears to have been released to cash in on Agassi's Wimbledon fame. As the options for a different sort of tennis sim are limited by the type of game tennis is, one expects the details to be sharp at least. I really can't recommend this title – there are just too many flaws when weighed against other tennis sims. However, the standard stuff is here, so I guess it all comes down to whether you're a fan of Agassi or not. (P.S. I hope Agassi doesn't win this year's title or I'm going to look dead stupid when this mag comes out!) ■ NICK

■ Wimbledon used to be more famous for croquet than tennis.

■ Batman made more money in merchandising sales than the film did in rentals. Kind of makes you wonder what the point of movies is these days...

OFFICIAL

PUBLISHER
Sega
RELEASE DATE
Out Now
PRICE
£49.99

◄ *Watch out for other road users. In this case a Jack in the Box.*

Drive alongside, wave a cheery hello then launch your missiles. ►

BATMAN RETU

■ Batman returns for the nineteenth time (well, it seems like it anyway)...

The *Batman* series of games, toys, videos, mugs, slippers, cheese and incidentally, films, has made Warner Brothers a lot of money. And if there's one characteristic of people who make a lot of money, it's that they want to make a whole lot more.

Well, *Batman* has survived for over 50 years, so Warners are on to a good one there. And to prove how dynamic and new the Mega CD is, the creaking Crusader becomes the first superhero to try to exploit this new medium. Now I know it's unfair but you can't help but judge titles by past efforts, especially in this case when the last offering, *Revenge of the Joker*, was so appalling. The Mega CD has so much to offer and with titles flooding the market at a great rate it pays to be critical, especially when the likes of nearly £50.00 is at stake.

TIP

While driving it is best to ram other road users off the road when you can rather than waste valuable missiles. So there!

Batman Returns was an instant arcade smash with moody graphics and stunning sound. The basis of the game was a fast race through Gotham City smashing and shooting just about anything you could. The platform action was secondary although spectacular in itself.

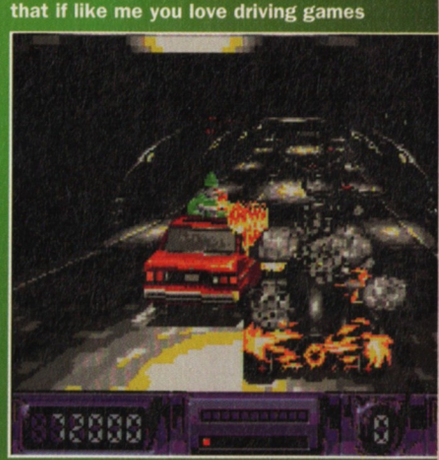
▲ *Watch out for the flaming oil which takes valuable shield points away.*

Batman Returns on the Mega CD is a direct port from the arcade. Everything is here, from the fast paced driving challenge to the foreboding platform nightmare. I know I keep going on about these intros but they really set the mood for the game and the Batman offering is certainly a sight to behold. The Ice Princess (from the movie) is seen tumbling to the ground with just some deformed fingers, to give the culprit away (the Penguin). Batman then swoops in and so all the characters are present and correct for the ensuing fun.

The game has been broken down for you so selection allows either the full game (arcade) or the various stages (driving only, platform only) to be played individually. This means that if like me you love driving games

◄ *Shoot each little fireman off the truck to defeat the driver. Explain that to the highway police if you can!*

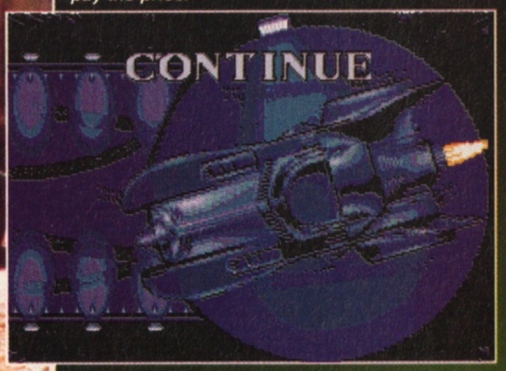
▲ *Smash them off the road or just plain keep shooting until they explode. The choice is yours, as they say.*



◀ Watch out for the killer clowns of the underworld. Not only do they smile but they also try to shoot you with their balls!

◀ Platform sections involve timing and a strategic use of the weapons attached to your utility belt.

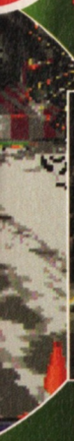
▼ Wanna carry on? Think you can outwit the Penguin? Hit your start and pay the price.



URNS

◀ Roads can be slippy and wet. Still, at least you get a go on that ferris wheel ahead.

▲ Don't stand too near to the chute. Not only do you get sucked in but also you are trans-ported to somewhere mad in the Gotham world. Yikes.



▲ It's dark and definitely dangerous. Notice your flaming paint work. Time for some serious T-Cut, I think.

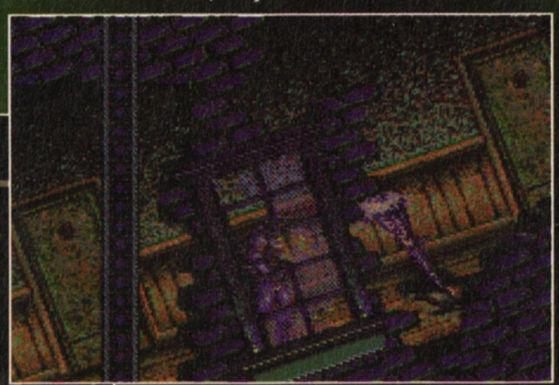
you can skip to this fast action section and well, have some fun at the expense of someone else's no-claims. However, The Penguin, not the insurance man, is your arch-enemy so true to form he plans to disrupt your everyday routine by unleashing his Red Triangle Gang onto the streets of Gotham. Taking him on in Driving Mode means using the Batmobile or the Batskiboat across some amazing terrain. Negotiate the sewers or the open roads with just a turbo charger, machine gun and some custom heat-seeking missiles to destroy other road users. Each section end is prompted by a boss. Also, along the way trash cans can be run over to collect shield repair or extra missiles tokens. On the pedestrian scene, taking Batman to the streets gives you control of a grappling hook to swing up to the higher level or weapons are made available in the shape of batar-angs, bat swarms and smoke bombs. Catwoman will make her tasty appearance at the end of the first section so make sure the arsenal is plentiful.

It won't just be mobile enemies that cause problems – in fact during later levels, fire, suction fans and all manner of things attempt to take away valuable shielding. When faced with any type of platform like this always plan your moves or you quickly loose track of objective and position. Saving ammo is the name of the game, with the guardians and bosses needing everything you can throw at them.

Between levels expect some very slick animations. Every aspect of Bat life has been covered here from the determination shown at the wheel to the evil of the Penguin with quite an unflattering rendition announcing Game Over. Certainly a trip to the dentist wouldn't go amiss.

A special mention should be made about the music which is quite exceptional. An educated guess would be that it is lifted straight from the movie soundtrack. This game is certainly the next standard to follow in arcade conversions. Buy it or be sorry.

▼ Game Over! Notice the exquisite dental work – obviously a key facial point for all nasty and evil individuals.



◀ Look out for the flame throwing road users. They, erm..., want you to stop. And fast. Better agree quickly I think!

▲ Watch out for the killer clowns of the underworld. Not only do they smile but also they try to shoot you! Most unfriendly.

It must be very difficult to translate such a moody block-busting film onto such a difficult medium as a console. Well it's been done and done very well. The driving sections were my favourite with action all the way and loads to shoot at and collect. Platforming has never really been my thing so it was with great relief that I found I could skip it. On saying that it's all quite absorbing with plenty to hit out at. All in all a worthy buy for arcade fanatics. ■ **STEVE**

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL 90%

GOLD

IMPORT

PUBLISHER
Sega
RELEASE DATE
Out Now
PRICE
£49.99

SWITCH

We get calls you know.... Calls asking for lesser known titles to be reviewed. Well, here you are! (You're gonna love this...)

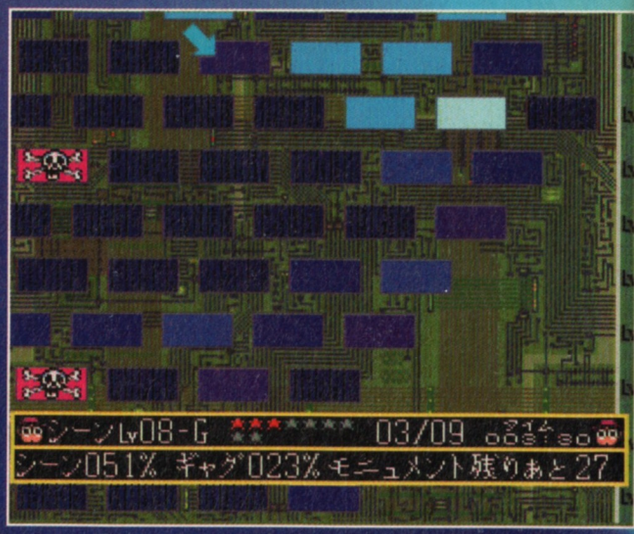
Curious bunch, the Japanese. They're a nation with the apparent ability to make something out of the quirkiest of ideas – and make loads of money while doing it. They usually manage this by trying it out at home first, enslaving the native population with some brilliant and obscure gadget, then exporting it overseas and conquering the planet. And if you think that's a bit harsh, you haven't played the *Barcode Battler*.

Right now, back to the United Kingdom. Remember *Rainbow*? Remember Jeffrey, Bungle, Zippy and George? They all shared the same bed you know, and on television too.

Anyway, do you also recall the funny drawing section, with those strange noises and weird animations when the rendition was complete? Well *Switch* is much in this vein – you sort of get what's going on but not quite.

Now, I am from Europe. This game is from Japan. And I have never felt more alien than while sitting in front of this CD. *Switch* might be for kids but like *Doctor Who*, I suspect that most of its fans will be adults. It's that weird.

◄ *Here I am, as high as a kite. The programmers must've been too...*



▲ *The Japanese language bit is the easiest part of the game to understand.*

▼ *This is a spaceship. If you press the wrong button, a corn ring appears.*

Switch has a plot. Sort of. (It's hard to say – I don't speak a word of Japanese except what I gleaned from *Shogun* so please excuse the somewhat dodgy translations.) Machines are everywhere in our lives; they perform just about every task we want or do not want to do. It would stand to reason therefore that some central intelligence should spring from this technology (spot the Japanese technology obsession here).

I guess something happened that caused the machines to revolt. Well, revolt might be too strong a word – mischief is a better one. (Sex is a great word but has nothing to do with this article, unfortunately.) The machines mischeviously mess things up so that pressing a button on one of them causes unexpected results. This may seem a long-winded explanation, but it's no ordinary game.

The opening sequence shows various everyday appliances and machines going mad when the user attempts to use or operate them, stuff like an aeroplane suddenly getting a square propeller or a tank firing flowers. While you watch this, mostly in disbelief with your jaw rebounding off the floor, an entertaining ragtime Woody Allen jazz band entertains you – made up mostly from what seems to be old boxes and a singing robot. Yeah, now you get it.

You must work your way through the maze of decisions eventually to make the final confrontation with the Mother Of All Chaos who, on the right switch selection, will smile and return everything to normal. And by 'decisions' I mean a hit or miss technique of just pressing a button and seeing what it does. Some buttons are doubled up, in that there are two options to send you to the same next screen. Some buttons might provoke an animation of some sorts while others simply send you back a screen. This apparently is quite normal. Well, as normal

▲ *Press a button on the control panel. If you get the correct one...*

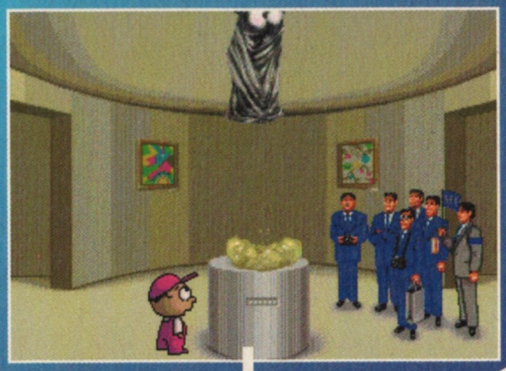
▲ *...you get taken into the next screen. Now what could be easier, eh?*

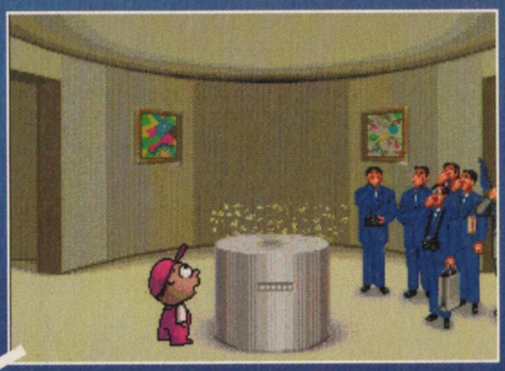
▲ *But pressing the wrong button causes all kinds of strange things to occur...*

▲ *Curiouser and curiouser. We give up.*

■ By the turn of the century computers will be making 50% of our everyday decisions.

Press a button and curious things will start to happen to the people and the environment in the sculpture room. Don't ask us why.





Ooops, I pressed the wrong one. That nice bunch of flowers has just disintegrated for no apparent reason. Strange, eh? You'll get used to it, I can tell you.

▲*The idea is to press one of the buttons on the control pad. Only one button is the correct one and will take you into the next stage.*

You will understand more of the game just by looking through the bizarre sequences that are thrown at you. So, the scene is set: you arrive, by unknown means, at the location – a gallery. A gallery of sculptures to be more exact and a group of enthusiastic (Japanese) onlookers admire the work. Now you look down.

There are buttons there, buttons you have learned do very special and sometimes quite extraordinary things to both you and those around you. You press one. The rest as they say in interactive pleasures, is history. And if this makes things any clearer, please write in and tell us just what is going on.

◀ *Your control pad, a dead dog and you. Yep, Switch is a winner.*

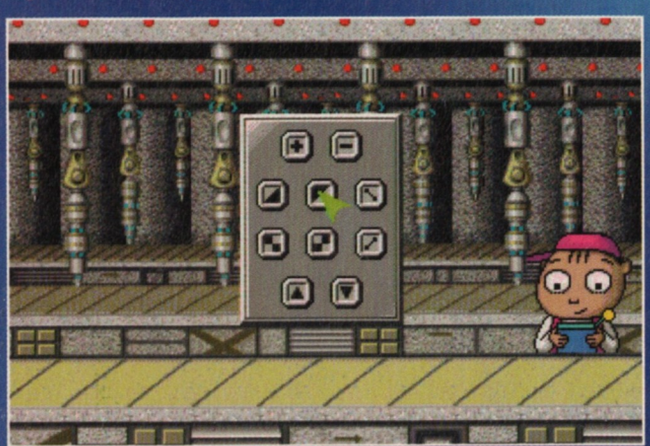
as things get in Japan anyway. You don't seem to be able to die, more pushed back a few levels, as I said earlier .

Some scenes are downright hideous, some are great fun. The character you control – apparently one of many – shows glee and dismay according to what happens around him. Get it all right and his little face shows constant good cheer. All in all then, *Switch* is nothing short of one of the most bizarre games I have ever seen. There used to be a saying about bizarre things – 'only in America'. I think that the way things are going at the moment in the software market, this may well have to be changed to 'only in Japan'.

Pressing the start button allows you to pause and then look back over what you discovered. Handy.

Certain screens provide advice-only sequences, which for the average English-speaking player means nothing at all. The tone of the advice gives nothing away either – these Japanese seem constantly excited no matter what is going on. From what I gather anyway, advice is given over the colour or symbol to select. Basically you can't predict the right button in advance, so you'll need to remember what you did last time.

What more can I say? This is completely weird stuff.



▲ *Things get increasingly bizarre and no amount of button pressing will necessarity get you out of it.*

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL 85%

Well, you're gonna love it or hate it and I'm afraid I love it. Having to play these weird offerings from Japan is great fun, with Switch being no exception. If my Japanese is up to scratch, this title uses a new technique which Sega call 'Gadgamation'. Now I don't know what that is but this is one top excuse for buying a CD unit, setting it up in the corner of a party and expecting guests till dawn. Not only does it entertain but it also educates. Wow. ■ *STEVE*

NIGHTSTRIKER

OFFICIAL

PUBLISHER
Taito
RELEASE DATE
Out Now
PRICE
£49.99

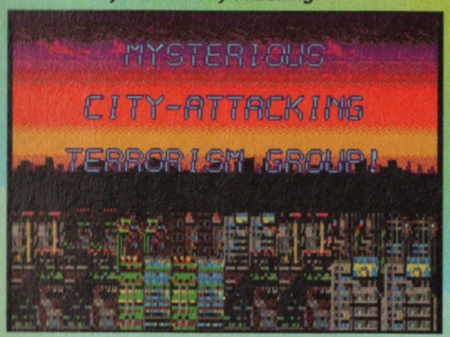
◀ *Destroy this fractal-pixel rotoscoped drawn image. Good luck.*

Nightstriker has all the credibility of a top-rate game. The design and programming team are said to be among the best. But don't get your hopes up.

Upon loading the CD, the start-up screen appears and your whole world falls apart – this is not the best game ever to receive a laser etching. You are a vehicle, be it ground or air-based with your job being the annihilation of all things bad. Each level has a boss which must be first identified then defeated. You move through the various sections shooting everything and leaving no vehicle unmarked.

That's the game. Now the verdict: it's awful. How dare Taito sell something so over-responsive and poorly drawn. I'm not so sure that this will see the light of day as an official release in the UK so keep your fingers crossed it won't. ■ ***STEVE***

▼ *Watch out! There appears to be a mysterious city attacking.*



▼ *Driving through mean streets should be more fun that this.*

▼ *Kill the boss thang before you completely lose interest in the game.*

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

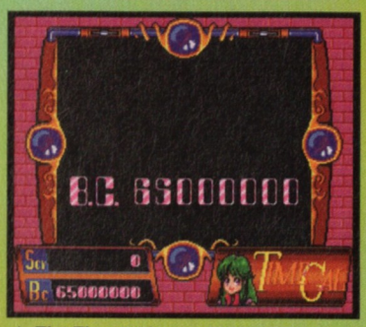
PLAYABILITY

OVERALL
20%

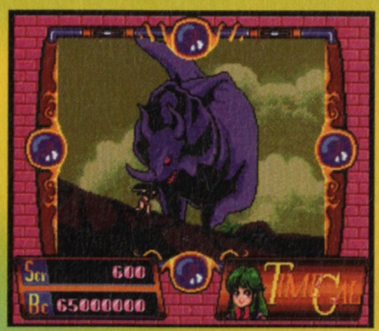
TIMEGAL

OFFICIAL

PUBLISHER
Konami
RELEASE DATE
Out Now
PRICE
£39.99



▲ *The Timegal is a well-travelled woman. She's been here and there...*



MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
70%

Ever see that *Dragon's Lair* Laser CD title in the arcades about five or so years ago? Basically you decided at certain points in the game whether to run, jump or shoot and in what direction.

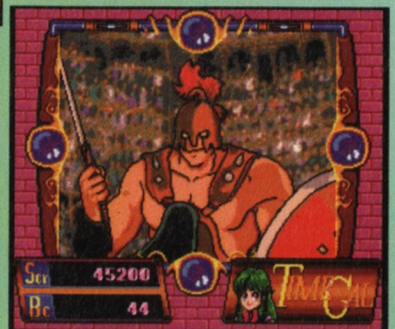
All should have been smooth and progressive but a noticeable gap in the action happened when ever the decision was finally made.

Timegal is based on this tradition with no glitch this time but only ten or so seconds of action to make a decision in. Each time year is loaded and the decisions are made in accordance with the arrows that glow in a recommended direction. The only criticism that can be made is that you can never stare at the pictures; to get any further in the game you must stare at an imaginary spot on the screen. This then allows you to monitor when and how the directional lights glow so you can take the appropriate action.

It is therefore fair to say that you never see the game in all its glory unless you have played that section a few times before. Not bad but certainly no animation breakthrough going on here. ■ ***STEVE***

◀ *There are a few bonus points available if you manage to get far enough through the game. Phew.*

▼ *Creatures and foes present themselves to you in glorious colour.*



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LANDMARK v2.00 PERFORMANCE COMPARISON CHART

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THE WINDS CHANGE

■ With the promise of new VR technology, power-packed games such as Mortal Kombat and Total Carnage, nothing, not even a tornado, could keep Jason Spiller from the CES in Chicago.

The phrase 'a city of two extremes' could not be more aptly applied to Chicago. Beautiful weather one minute, raging tornados the next.

The elite sipped champagne on yachts watching a $200,000 firework display light up the spectacular night skyline, just blocks from the most notorious ghettos. The town was gripped by basketball fever and a skyscraper had written in lights, "Go Bulls!" From a distance, unity... close-up, bitter divide!

The video-games world joined the electronics industry on its annual migration to Chicago for what the pundits consider the most important computer electronics-related show on the calendar. Displays featured anything from disco equipment and Karaoke to scanners and infra-red optical equipment... in one booth, a warbling Elvis wannabe, the next a fibre-optics technician competes with the last strains of "The Wonder Of You".

The sprawling video-games market commanded a vast exhibition hall all to itself, dominated by the two commercial giants in this arena of entertainment, Sega and Nintendo. Spectacular stands costing a million dollars apiece, each fashioned in the theme of their next big titles. Sega's 'world' was dominated by a rustic-looking *Jurassic Park* theme – so much so that the big Spielberg movie license acquisition eclipsed Sega's usual principal character, *Sonic the Hedgehog*.

In contrast, Nintendo's 'world' featured a geodesic dome boasting the ultimate 3D experience. An impressive spectacle although some of the Mario costumes looked decidedly washed-out and dog-eared. If Nintendo maintained faith in its home-grown Brooklyn-based Italian plumber theme by introducing some new characters into the scene, Sega looked to Spielberg's movie genius for inspiration, *Jurassic Park* and all its promise.

Hardware Sega are shrewd cookies, developing a series of new equipment and add-ons in what has emerged as a very expensive research and development exercise which must now prove its commercial value. At CES Sega introduced its Activator Virtual Reality range which includes full colour head tracking unit which immerses the player in 3D, enhanced by 3D Stereoscopic views and stereo headphones. The VR equipment is likely to sell for around £150.00. In response, top Sega software developers are developing full 360° vision and direction software which requires techniques and equipment never before used in home machines. Other bids to break away from conventional joypad control include a combat ring designed specifically for beat'em-ups. Used in conjunction with Acclaim's forthcoming *Mortal Kombat* the unit consists of a ring which the player stands in, and as feet and fists pass over light sensors on the ring the movement features immediately in the game. Price and availability are yet to be confirmed.

In the past, interactive CD has floundered and its commerciality has been questioned mainly because of a lack of software. So Sega has plunged itself and some 40 third-party developers into CD production.

One game on display, *Mad Dog McCree*, is an interactive Western movie requiring fast draw skills. The gameplay is limited but it is an impressive showcase.

The game on everybody's lips, *Mortal Kombat* (looked at elsewhere in this issue) is due out on Sega CD next year and is nothing short of

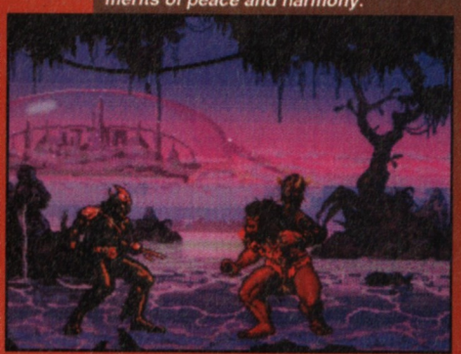
▼ *Watch out for those tiger feet (as they said in the 1970s).*

Sonic lunchboxes are the latest in a long line of Sonic merchandising. ▶

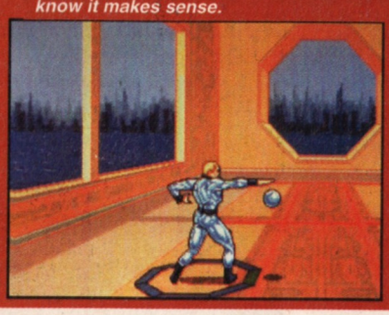
▼ *The ubiquitous Sonic makes his presence felt yet again. Please, something else!*

◀ *A happy punter looks far too old to be playing video games.*

▼ *New releases teach the people the merits of peace and harmony.*



▼ *Practise those funky moves – you know it makes sense.*



Jurassic Park is previewed elsewhere in this magazine. ▶

OF

spectacular. In all some 20 titles are in production and scheduled for release over the next year.

Historically, games are licensed from movies, cartoons, comics and sport. Now the likes of fizzy drinks companies are moving in on the act – *Cool Spot* and pencil-drawn character Fido Dido being prime examples. Meanwhile the aforementioned media continue to provide fuel for the bulk of releases.

Celebrities from the world of sport are literally queuing up to endorse games. It's lucrative business, although Chicago's current golden boy is proving elusive after Electronic Arts's disappointing '92 Nintendo release *Jordan vs Bird*.

From the world of boxing, Mohammed Ali has put his name to a game. Other boxing heroes include respectable slugger George Foreman and forthcoming attractions include 'marvellous' Marvin Haggler and Evander Hollyfield, as well as Sugar Ray Leonard and Riddick Bowe who both made appearances at this year's CES.

Jurassic Park is really Sega's show, although it could be said that Sony Imagesoft pulled off a major coup having bought the rights to develop games like *The Last Action Hero, Hook, Bram Stoker's Dracula* and Stallone's edge-of-the-seat thriller *Cliffhanger*. Movies have always been the main licensing source. But there were few movie games featured at CES. However *Alien 3, RoboCop 3, Wayne's World* and *Dracula* made it to the party.

More licenses are coming from other sources such as cartoons and comics. *The Simpsons* continue to be the most exploited game license with *Bart's Nightmare, Krusty's Funhouse, Bart vs the Juggernauts* and *Bart and the Beanstalk*. Now comes *Itchy and Scratchy* and *Bartman meets Radioactive Man* which is due for release this summer.

Meanwhile, Marvel's *Spiderman* is not far behind Bart with a series of three and the promise of a fourth, warranting a rare appearance from the webbed wonder at CES. Meanwhile, Virgin is producing some spectacular Mega Drive beat'em-ups based on Dark Horse's weird collaboration comics *RoboCop vs Terminator* and *Alien vs Predator*. Also *Toe Jam and Earl 2* looked great fun – expected release this autumn.

Everybody was keen to see what the next crop of 'games with muscle' would be and the onus on CD has done little to distract Sega's developers from producing red-hot titles. Acclaim's *Mortal Kombat* looks set to be the beat'em-up that all slug-it-outs will be compared with for some time to come. Meanwhile, Electronic Arts's *Beastball* is power-packed mayhem (see MEGA ACTION issue 1).

US Gold has hired The Hulk to offer his muscle in *The Incredible Hulk* which features some great characters and animation. Other contenders for the cranium cracker award are the hotly-awaited *Street Fighter II* and the Commando-style games, *Total Carnage* and *T2: Judgment Day*.

Meanwhile, there are enough wrestling-related titles to fill Hulk Hogan's underpants and thankfully there are not too many bustin' to get through the ropes. There's certainly a wide variety on the Mega Drive and the news is that some superb sports simulations are being developed on Mega CD. Gametek has bought the license to the greatest golfer alive, Nick Faldo, for instance.

A Faldo golf simulation from Gametek can be expected in 1994. A hint for baseball and US Football fans is to look out for *NFL '94* and *World Series Baseball*, both from Sega and both stunning.

As the US hots up for World Cup '94 in Los Angeles, a number of soccer titles are in production. The greatest soccer player of all time, Pele, made an appearance on the Accolade stand to put his official seal of approval on the game *Pele*. The maestro showed a great interest in his pixelized alter-ego.

Other footy titles include Tengen's *World Cup Soccer* and *Tecmo World Cup (reviewed last ish – Ed.)*. Meanwhile, in time for Wimbledon, expect such stars as Andre Agassi and Jimmy Connors appearing on the software shelves, as well as *Davis Cup* from Tengen.

CD technology has done little to dampen the enthusiasm or affect the quality of cart-based games. With such financial muscle behind it, the advent of CD as the next format is inescapable. Perhaps it's time to crack open the piggy bank?

▼ *The Mega CD2 is going to be up for grabs soon – watch out for our review.*

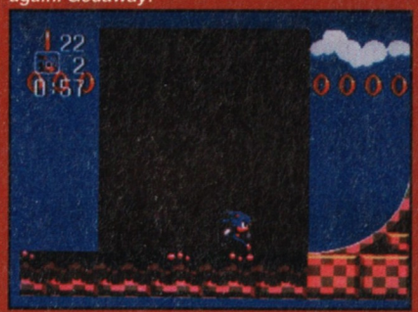
▼ *The Genesis is the American name for your favourite game system. Nice.*

▼ *No shortage of strange goings-on in the new set of releases.*

▼ *Goodness knows what was going on here. Life, eh?*

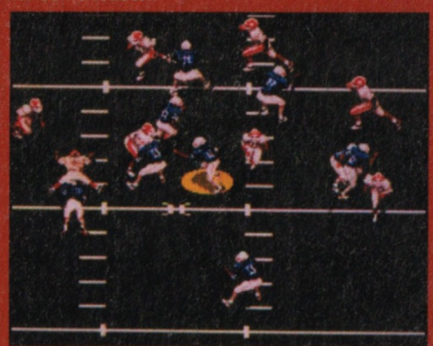
▼ *Sega are becoming mightily interested in Virtual Reality systems. Keep a goggle open!*

▼ *Sports games are an attractive area for publishers to think about...*



▼ *Yeeaaah! It's that wretched Sonic again. Gedaway!*

▼ *...which includes American Football for some reason.*



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MEGA

Win a Sonic jacket

You might think that climbing into this rather fine jacket (modelled so well by our in-house clothes horse, Leila) was rather an impractical item of sartorial elegance to be seen with this summer. But come on folks, this is British weather we're talking about here, so what could be better than a warm wind-breaker for those cold summer days?
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Yes, this miraculous Sega jacket could be yours! All you have to do is answer the following easy questions:

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A) 8 bit
B) 16 bit
C) A nice bit

2) Nylon is a fibre invented by:
A) Du Pont
B) Kellogs
C) New York and London

3) Mega Action is called:
A) Mega Action
B) Amiga Action
C) GB Action

Rules:

All entries must reach us by the 14th August. The first correct answer will be sneered at as Alex Jeffries wanted to win the prize. No multiple entries are allowed and all Europress employees, their relations (alive or dead) and anyone else who is thinking about joining the company are forbidden to enter. Also, you only get to win the prize on show here, and that doesn't include Leila either. The Editor's decision is final. So there.

Send your entries to: Sonic Jacket Compo, Mega Action, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

You can also phone in with your answers if you like. Remember to leave your name and address as well! Call:

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1 .....

2 .....

3 .....

Name:

Address:

Age: Tel:

❑ *I do not wish to receive promotional material from other companies*

No correspondence will be entered into by the Editor.

◀ *Laura Dern and Jeff Goldblum share the spotlight with the dinosaurs in the film of the well-known game. (Is that right? – Perplexed Ed.)*

▲ *Eat taser, sucker. Doesn't sound as good as lead, sadly.*

JURASSI

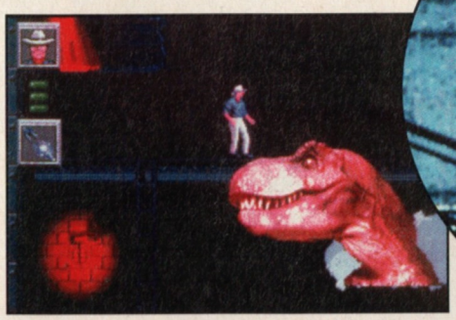
■ Sega saurus coming with this new release. Yep, Jur-assicing for it now... *(Sob – Ed.)*

Dinosaurs are something of a sure-fire money spinner within the film business. Probably more films have been made about the scaly devils than any other sort of animal life.

Unfortunately, most of these films have depicted dinosaurs as big slow-moving dimwits with all the dynamism and authenticity of a cheap rug draped over a brick wall.

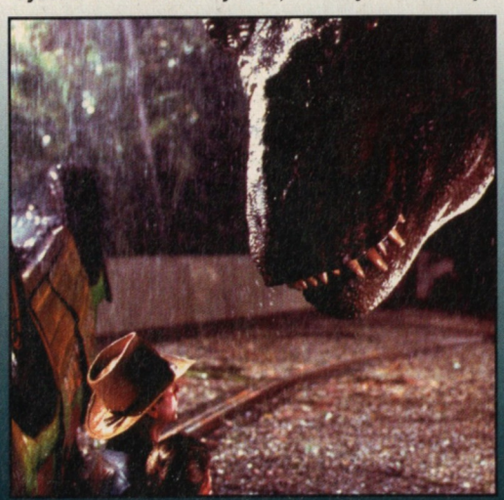
At least, that was the case until Michael Crichton, the author of *The Andromeda Strain*, and Steven Spielberg came together to work on a film of Crichton's book.

As just about everyone in the Solar System must know by now, a crazy British billionaire has created a theme park using real dinosaurs cloned from dinosaur DNA extracted from the blood of a prehistoric mosquito.



▲ *Dinosaurs, contrary to popular opinion, were vegetarians and Really Nice Blokes. Nice doggy... (Hmmm, hand me the gun, this isn't working).*

▲ *Grief, I'm being pursued by a ravenous dinosaur and my last active film role was in 1982! I knew I should have accepted that part in Home & Away!*



Of course, everything goes well until everything goes wrong. The dinos duly escape from their holding pens, through a sabotaged electric fence, into the visitors' area. Cue havoc.

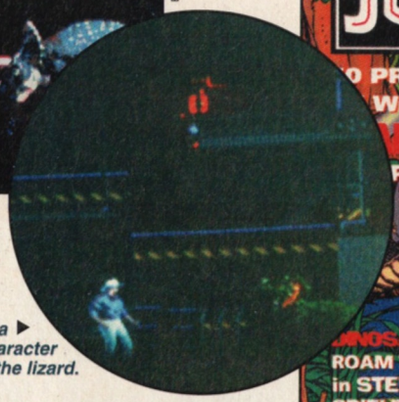
The game of the same name from Sega follows the plot and setting of the film closely. You get the chance to play one of two characters – the good guy, Grant (played by Sam 'Omen' Neil), or the baddie, a velociraptor – a smart, fast and very vicious dinosaur. If you can imagine something like Margaret Thatcher without the bulging eyes and bleeding pointed teeth, then you have a 'raptor.

If you decide to play Grant, the object of the game is to get back to the visitors' centre from the Park where you happen to be, avoiding the dinosaurs, to bring the electric fence back on-line.

Unfortunately, dinosaurs can't be killed as they're dead expensive and management won't allow it, but there is a taser (electric stun) gun at your disposal to discourage any neolithic nastiness. There are also stun and smoke grenades lying about – but be careful of the smoke as it can choke old Grant if he gets too

▲ You find yourself in the Visitors' Centre. The velociraptors are about and hungry, so keep a keen eye out!

▲ As you can see, the film follows scenes from the game closely. Well, OK, it's hard to known which way round it goes these days.



You get the chance to play either a ▶ velociraptor or Grant (the Sam Neil character in the film). I'd vote for the lizard.

▼ Yep, the film is only a small part in the huge merchandising war surrounding the game. Spielberg is a huge comics fan – hence the following:

C PARK

▲ The programming team have been working on the game since last year, starting with storyboards.

in the film. Votes on a postcard please.) You can jump, crouch, climb trees, attack, look around and use your hind claws to disembowel pursuers – all good clean dinosaur fun.

The game as a whole appears to have been well thought out. Sega started working from storyboards late last year and the version we saw appears to be well on the way towards completion.

Some of the dinosaur animations are in the process of being improved but the basic framework of the game is complete. There are varying levels, from and inspired by the film, all with well-drawn backdrops and parallax backgrounds. For instance, you get to hack your way through the Visitors' Centre, the Pump Room, the River section and so on. Each level has different hazards or objects of interest – the River section means dangerous currents and waterfalls, the Visitors' Centre has been drawn to look exactly like it does in the movie. There are also a couple of levels in the game which aren't in the film – the Volcano section for example where you have to jump around picking up First Aid boxes and avoiding toenail-nipping baby 'raptors.

Whether *Jurassic Park* will be as big a monster on the consoles as it is on the big screen remains to be seen, but they look sure to have a hit on their hands. Watch out.

close to it. If playing as a 'raptor interests you more then the object of the game changes – now it is your task to break out of the Park and eat as many people as you can. (Sega are still figuring out whether to make the people-chomping as gory as it is

◀ xYeah, fry sucker, fry! There's nothing nicer than a nice bitta beef, or whatever comes to hand first. Bronto burgers... mmmm.

Rex talking

- DNA is the chemical blueprint for all life on this planet. It is a highly complex molecule and acts something like a computer program, telling an organism how to be that organism.
- 90% of our own DNA is exactly the same as that for a bacterium. Only the remaining 10% is the difference between bacteria and us.
- Big dinosaurs died out millions of years before humans evolved. So we've never once seen a live big dino in all our history.
- Dinosaurs are still with us. Birds are what dinosaurs evolved into.
- Some dinosaurs are thought to have been warm-blooded.
- The film has already set a record for the highest ever first weekend box office takings, beating *Batman Returns*.
- The producers of *The Last Action Hero* are very nervous at the moment.
- Spielberg is already rich enough, isn't he?

MEGA VIEW

Although I must confess to feeling some unease about the vast number of *Jurassic Park* products out there (so much for the romance of the movies), this game looks as if it will be of a sufficiently high standard to stand on its own. In addition, we understand that there'll be a Mega CD version later on this year, for which great things are promised. The book was good, the film is reportedly so, so fingers crossed for the game. Watch this space for a full review later this year. ■ NICK

RELEASE: AUG/SEPT **PRICE:** TBA

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SILPHEED

▼ *What's this? The Giant's Causeway? I always thought it was in Northern Ireland. Seems things are not what they seem.*

■ MEGA ACTION was lucky enough to get the first UK look at this amazing new CD game...

A lot has been said about this title – and mostly by people who haven't even seen it yet. But your ever-reliable MEGA ACTION was there at Sega the day the game came in, so how could we resist the chance to bring you the latest news on this incredible title?

Well, the truth is, we haven't resisted it at all. *Silpheed* is one of the first games to use the Mega CD's advanced new graphics hardware, meaning complex 3D back and foregrounds can be generated. Anyone who's seen *Starwing* on the SNES will know what I'm on about.

But it's not so much the techie stuff that's important – what everyone wants to knows is How Fast Does It Play? Well, to be frank, I've never seem such smooth polygonal scrolling on a home games system.

As you can see from these photos of the game, at times there's a huge amount of activity going on in the game, with lasers being fired at you out of the screen, lumbering space cruisers gliding out of the screen with perfect perspective and ships and fighters flying around and disintegrating all over the place. All this seems to happen with no noticeable loss of speed too.

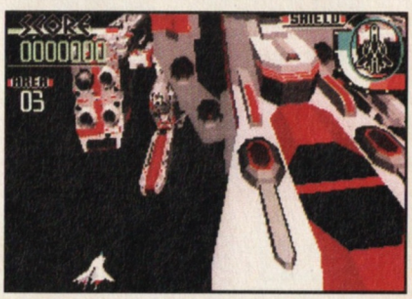
◀ *Check your options and prepare your ship for some serious mayhem. No pacifists wanted here!*

The intro sequence shows your fighter (which looks something like an F14 Tomcat) being fuelled and launched. Virtual cameras swoop around it changing the view at a rapid rate, until you find yourself facing level one and a pretty easy start to the game, really.

Essentially the first level is a straight shoot'em-up in the *Galaxians* mould – ships swirl towards you from the top half of the screen and it's your job to annihilate them. Easy and a little boring.

▲ *Planetary features have been rendered using fractals.*

Things improve in the later levels as the power of the Mega CD's graphics chips start to be used to the full. Level three lands you in the middle of a huge space battle and level four throws in floating landmasses which look a little like the Giant's Causeway. Your ship ducks and flies through these landmasses while the background swirls in a way which is only loosely tied to the movements of your ship. This effect could have been confusing, but the game designers have managed to pull it off and enhance the dynamism of the whole affair.



▲ *The 3D effects as the ships glide towards you are stunning.*

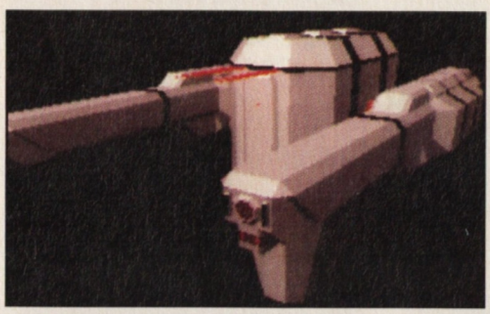
Level six lands you in an asteroid field while level seven places you inside some kind of spacestation or planet. Watch out for those corridor walls! The combined effect is similar to the chase through the Death Star in *Return of The Jedi*.

Level ten provides a pleasant change of scenery as you zip along to the accompanying background of a fractal generated mountainscape. Impressive and alarmingly realistic.

All in all then, *Silpheed* is looking as though it's going to be one heck of a game. Watch out for it – it's going to be big...

▼ *Whoa! There she blows! Nothing better than a decent explosion.*

▼ *Wahey! Watch out for those enemy lasers – very tricky.*



◀ *The ships could have designed by the makers of Star Wars, the FX are that good.*

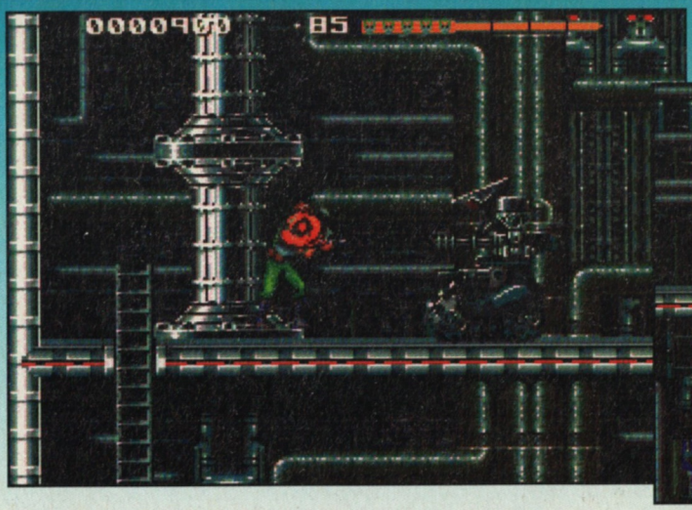
▲ *You'll enjoy blowing up ships of this size – most satisfying.*

▲ *This little mutha may look nice, but don't be fooled...*

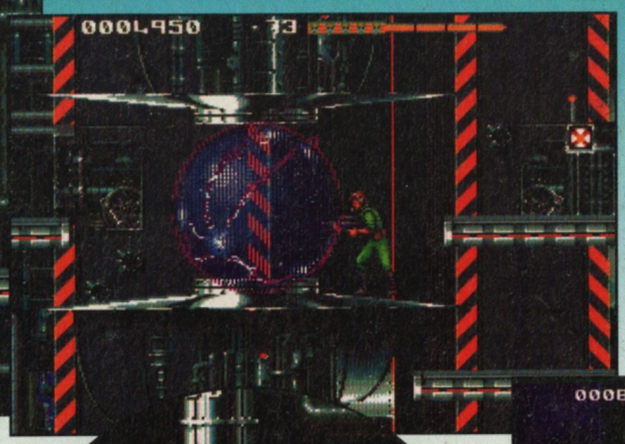
MEGA VIEW

If this is an indication of what the Mega Drive and Mega CD is going to be capable of, then it's about time! The graphics – polygonal and fractal – are about as well done as can be expected, but the only downer I can forsee is that the game could start to get a little boring. Mind you, let's hope not because this could well set new standards in video games entertainment. Still, it's early days yet so watch this space for a full review in the near future... ■ *NICK*

RELEASE: TBA **PRICE:** TBA

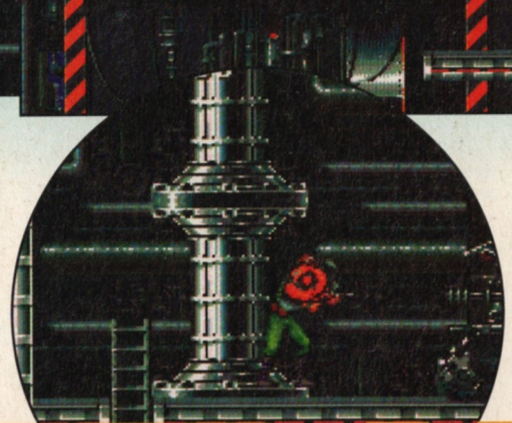


◀ *Dash your way around the girders and metal of Skynet's command HQ on your way to the temporal displacement machine.*

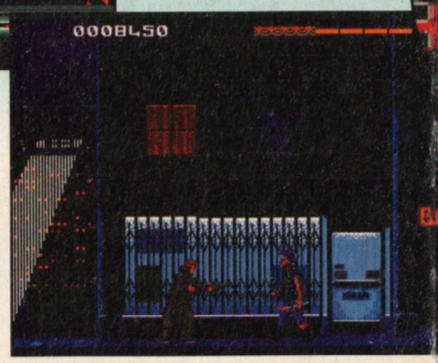


▶ *Aha! And here is the time machine! About time, I was starting to think this game would never end! Now for my love, Sarah Connor...*

Pretty antique machinery this stuff, considering it's supposed to be the year 2029. Ah well. ▶



▼ *Someone's in for a nasty surprise! Just remember that the cops won't believe too much of your story...*



■ It's time... time for the Terminator to return – and this time he's not messing around! Can you protect Sarah Connor and the future of humanity?

THE TERMINA

When Arnie said, "I'll be back" in the original *Terminator,* the ony thing the audience was expecting him to destroy was a front desk in a police station. Instead, he annhilated every box office record and proved that a fifty year old man who used to lift weights and run around in furry pants in bad B movies could become rich. Staggeringly rich in fact.

In retrospect, casting Arnie as the Terminator in 1984 was a masterstroke. Although Arnie couldn't act, he could look mean and the excellent screenplay, direction and its star meant the film did unexpectedly well (rentals of $40 million from an initial $6million budget).

But Arnie couldn't have anticipated what this role would do for him. It provided the basis for the rest of his film career and when he returned as the T800 in *Terminator 2*, the world flocked to see him. Schwarzenegger had changed the basis of being a movie star; in the old days, a studio marketed a talent and made him a star. Arnie, with very little talent, marketed himself and became an icon.

As is to be expected with any series of successful movies, the computer industry jumped in with an idea for a game. The *T2* arcade game was a straight *Operation Wolf* clone and when it eventually reached the consoles, it did OK but failed to conquer all its critics.

In an unusual turn-about, the game based on the original *Terminator* is the sequel to the game based on the sequel to the original *Terminator.* Got that? It's this time travel business you know...

What we have here is a platform shoot'em-up. Now I hate derivative games, program design by numbers if you like, so this first look wasn't encouraging. But when I actually stopped groaning and picked up the joypad, I actually started to enjoy it.

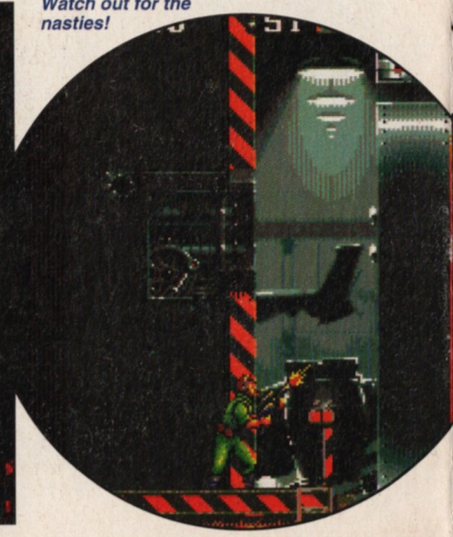
Being CD ROM, the music blasts away and as *Terminator* is one of my favourite films (miles better than the sequel – sorry folks) I instantly found myself back in the original's atmosphere. This is enhanced by the same title sequence from the original movie and even some full motion video footage too.

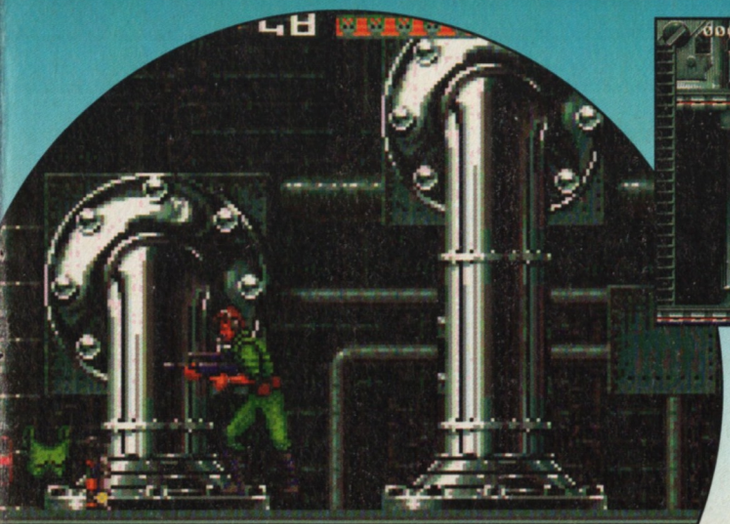
If you remember, the movie opens in the year 2029. Hunter Killers are flying about shooting anything that moves and the game borrows this footage before dissolving into the first level – also set in the year 2029. You play Kyle Reese and it is your job to battle your way throught the T500s (camoflaged and 'naked') to reach the time displacement equipment which is due to take you back to 1984 and into the arms of Sarah Connor.

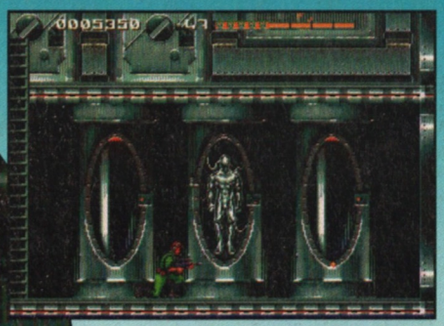
As you can see from the screenshots, the landscape is suitably post-apocalyptic with red skies and ruined cities in the background – and swarming with mechanised menace.

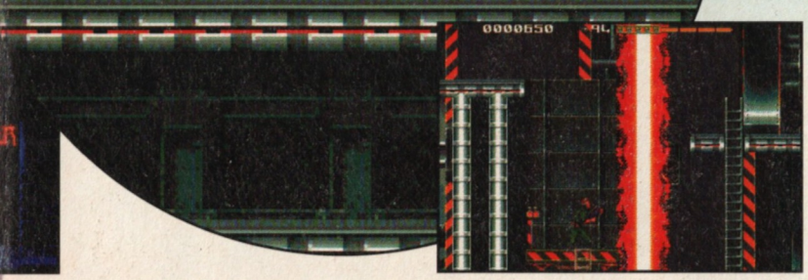
▼ *Time for a stroll in the park. Whoops, it was destroyed 30 years ago! Bit embarrassing...*

▼ *Just because this is Skynet's HQ, it doesn't mean there's no defence. Watch out for the nasties!*









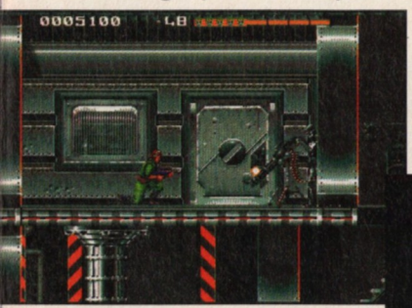
ATOR

tiny. Fire left, right, diagonally or from a crouching position to take those Terminators out – they'll advance towards you (the camoflaged ones) or fire from static positions (the T500s).

You move on foot, carrying the sort of weapon that would have won the Gulf War for the Iraqis, with the aim of clearing a path towards your des-

Then it's on to the temporal displacement equipment and a quick journey through time, where in 1984 you'll have to tussle with the police using a range of antique weaponry. But remember – a T800 is after you. And it absolutely will not stop – until you are dead...

▼ *Yeah right, as if anyone would be dumb enough to walk up to one of these little babies.*



▲ *Hmmm, tricky looking vault door here. I guess there's only one thing for it – come back next week! (I am a time traveller!)*

◀ *As you can see, there's plenty that can go wrong in the old controlling what's going on department. Oh, okay then, it's pretty easy really – your moves are limited to the standard platform shoot-'em-up varieties.*

Arnie's lines

Arnie's entire script in the *Terminator* follows (no joke):

1. "Nice night for a walk."
2. "Nothing clean, right."
3. "Your clothes. Give them to me."
4. "Twelve gauge autoloader."
5. "The 45 longslide with laser sighting."
6. "Phased plasma rifle in the 40 watt range."
7. "Uzi nine millimeter."
8. "All."
9. "Wrong."
10. "Sarah Connor?"
11. "I'm a friend of Sarah Connor. I was told that she's here. Could I see her please?"
12. "Where is she?"
13. "I'll be back."
14. "F@!* you asshole."
15. "Give me your address there."

MEGA VIEW

It's nice to find a game which captures the atmosphere of a film so well. From the opening bars of that creepy music to the nightmare landscape of 21st Century Los Angeles, the life of Sarah Connor and the human resistance is in your hands. Luckily, your hands are grasping a fairly efficient 21st Century anti-T800 gun (for most of the game!). This looks like it's going to be a winner and I can't wait until we get it in for a proper review. Virgin, your game. Give it to me. ■ ***NICK***

RELEASE: TBA **PRICE:** TBA

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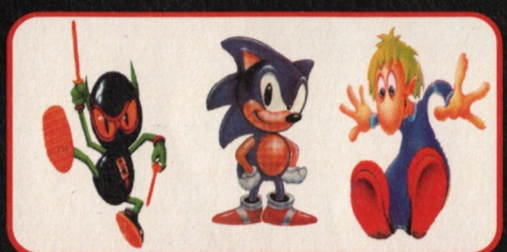

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MORTAL

Bye bye *Streetfighter*, a new beat'em-up has arrived. Time to lock your doors...

With *Streetfighter* from Capcom and its various clones sweeping the arcades these past years it is a refreshing change to see arcade crowds gathering around a new concept in arcade fighting.

Mortal Kombat is the attraction and what makes it so different is the radical departure from the norm by using live actors to play the parts of the combatants. Nearly all the actors used to portray the contestants are trained experts in their field – never has a game come this close to reality!

Each move you make from the joypad is a perfect martial experience – however contact with the opponent is causing some concern...

Where the arcade machine deviates from the norm is the portrayal of the resulting carnage. There is blood, and plenty of it. We are talking pure gore here, blood and guts. Aiming at the 15 to 17 age bracket, Williams Bally-Midway have no regrets over this inclusion, stating for the record that it is all part of the *Mortal Kombat* phenomenon. Perhaps an interesting twist in this position lies in the inclusion of various 'dip' switches on the game board, allowing the effective removal of some aspects of the game like the blood, flying body parts and The Pit.

The Pit is the most talked-about feature with spikes protruding below the playing area causing a few potential survival problems. Lurking amongst the debris you'll also find the worst creature you could ever hope to encounter. Interestingly enough, impaled on these metal protrusions are the heads of all the programmers.

The battle for console conversion has been long and hard with emphasis constantly being made on the graphics and playability, all barely contained within the 16 meg cartridge limit. People constantly talk about Capcom's achievement with the *Streetfighter* project but really this pales next to Acclaim's effort. From what I can tell visually nothing has been left out with all the death moves and fatalities being included.

These, for the uninitiated, are methods you, or any character, uses to deliver the final blow when the opponent is at his or her weakest.

To say this game is complete is an understatement! Even the hidden character lurking beneath in The Pit is included, waiting for that perfect score to teach you a lesson.

▲ *The hit arcade game in all of its glory. But be prepared – it's coming to your Mega Drive soon!*

▲ *Ready for battle! Let the fight commence! (Mummy!)*

▲ *Beautifully-drawn backgrounds are one of Mortal Kombat's edges.*

SCORPION

Looking like something reminiscent of a rave band two years ago, Scorpion has a deadly grappling hook which locks firmly into the assailant's body, reeling him in and allowing close-quarter combat. His fatality move is the breath of fire, reducing the fighter to bones and ash. Yuk!

LU-KANG

Hey! It's Bruce Lee! OK, maybe not but this former member of the Lotus society has the fastest response time of the lot with deadly mid-air thrust kicks and orange fireball projections. His fatality is a flying scissors kick with an awe-inspiring uppercut. Instant broken neck.

SONYA BLADE

A highly trained military woman from the special forces, her grappling attacks and mid-air capabilities will have to be dealt with. Leg grips and an energy force wave leave opponents in no shape to withstand the fatality – a kiss of fire. Grim.

SUB ZERO

Fast, nimble and a Lin Keui Ninja of a secret clan, he has the ability to freeze his enemy solid while obtaining a superior position. The fatality move is a tad excessive, reaching in and removing the weakened opponent's head and spine for all to see! *(When will this ever stop?! – Feeling Ill Ed.)*

KANO

A cut-throat villain and Black Dragon member, this is a mercenary with an attitude. Possessing the deadly head smash, spinning blades and flying rolls, this character sure plays dirty. His fatality sees the half-metal being ripping the heart from the chest of his victim and holding it up for all to see.

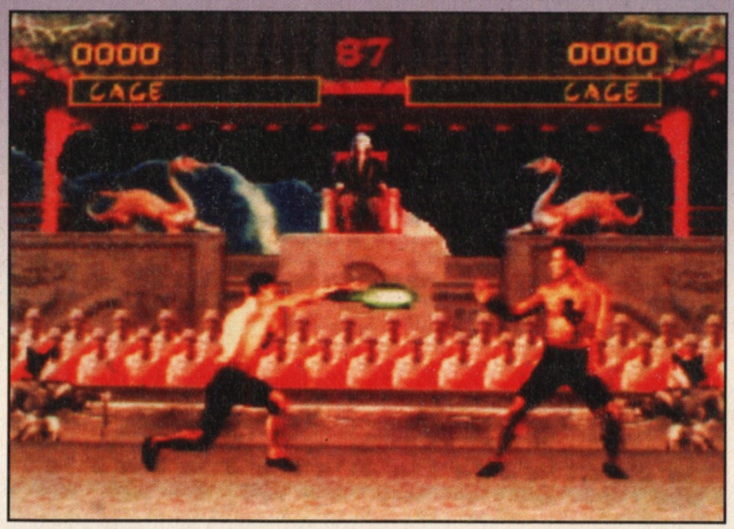
JOHNNY CAGE

An actor who has chosen a destiny in the street fighting arena. Green fireballs, splits punch and a sliding shadow kick are all at your fingertips. His fatality is an amazing sequence which sees a head ripped off the shoulders and dumped on the ground.

RAIDEN

A Thunder God who has taken human form to inflict his anger. This character is the master of energy. He can teleport, spit lightning or launch his body for a crushing blow in the chest, pinning assailants against the wall. His fatality is a charge of electricity that blows your head off!

KOMBAT



It may be easy to see the fireball now, but when you're in the thick of battle, only those people with the fastest reflexes will survive!

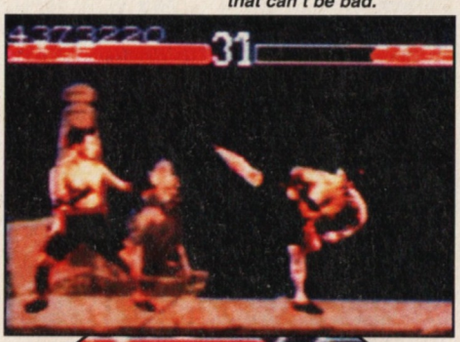
Between bouts there are strength and endurance tests with bricks and wood to break – then once your skills are at a required level the Bosses parade on to flatten your ego. As you can see, this is one game that martial experts cannot possibly be seen without! The sheer control and gameplay looks arcade perfect, a term we rarely like to use but which seems somehow fitting in this case.

Watch out next month for a full preview of the game! And if you have any strong views on the portrayal of violence then don't hesitate to write in and tell us – we will be glad to print them! ■ ***STEVE***

◀ *Yeah, yeah, so you think you're some kind of a tough guy, eh?*

▲ *Choose your player characteristics with care – you never know what might happen.*

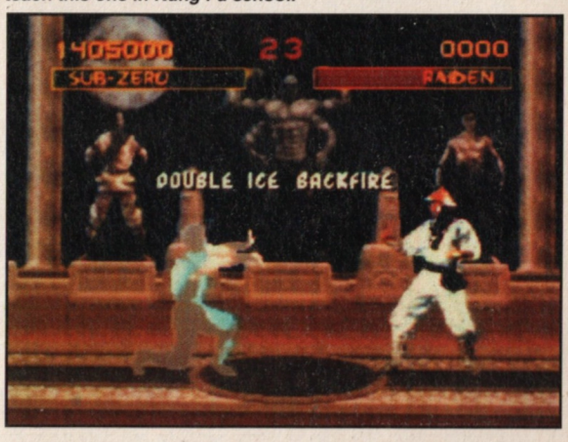
▼ *Missed! Ha, my Kung Fu teacher was much better than yours! Etc. Still, it looks good anyway and that can't be bad.*



▲ *The game Mortal Kombat originally started in the arcades with the smash-hit machine shown above. Now it gets a facelift and an appearance on Mega Drive and Mega CD.*

▼ *Fly away Peter, fly away Paul. Don't know why that old song just popped into my head, but it did. (Sorry.)*

▼ *Oh, marvellous. I'm fighting a poseur. They didn't teach this one in Kung Fu school.*



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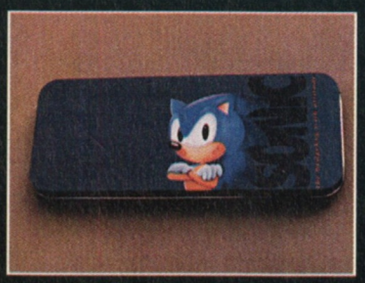
Look no further than the merchandise currently being produced by Pulse Distribution. Their entire range is dedicated to the Sonic connoisseur with everything from pencils to book binders and watches. The range is very impressive and of excellent quality. Each is individually crafted and the genuine article. Well, made In Japan.



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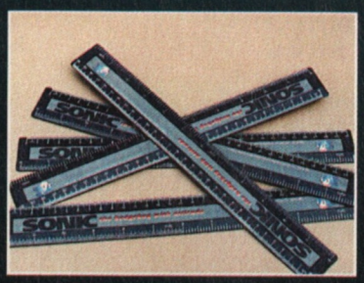

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Nothing is better than glancing down at your timepiece to see your favourite platform character glaring back! Yes all is possible with these state-of-the-art watches which not only tell the time but also provide a reminder of the spare hours available for gaming! Each second hand rotates a full circle in exactly one minute! Price: £14.99

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It is hard to find a suitable replacement for the old power supply once it has popped its clogs due to undue gamesplaying stress on the power grid. Pulse however have kindly jumped to rescue with this handy replacement unit. Moulded from the finest nylon your gaming future is thus fully extended even further into those twilight hours!

POWER PAD

Full slow motion and individual turbo fire buttons allow this joypad to be one of the most comfortable and easy to use yet. Dressed in a sexy black finish the unit is ergonomically designed to fit into the hand with as little wear and tear on the old thumbs as possible. Underneath is a slow-motion button, easily reached which allows the game to be slowed down for those especially hard bits that cause so much frustration. What could be better?

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The R.G.B cable allows direct link to a monitor or TV via the SCART socket on the back. Plugging into the AV socket on the Mega Drive, nothing could be simpler. Oh, if your video has the socket then you can record those great gaming moments for all to see!

You can reach Pulse on: 0924-430405.

MEGA JIVE

Welcome to Mega Jive, MEGA ACTION's letter page. Each month I'll be tipping up the sack, and the best stuff will be published here. A special feature will be the 'Jive Jury' – undoubtedly we'll receive a handful of letters that talk some 'write' crud. The Jive Jury will pass judgement on the letter and sentence them accordingly. So beware.

Poor poem

Hey Brad,
I've written you a really smart poem. What do you reckon?

Can you guess my reaction,
When I bought MEGA ACTION...

Errm, that's as far as I got.. If I come up with any more I'll be sure to send it on to you. Do I win a prize?
Cedric Thwaite, Oxford

When I first opened your letter,
I thought you could do better...
Yep, I could only manage a couple of lines as well but I'm sure that thousands of MEGA ACTION readers really appreciated your smart poem. So keep it coming Cedric. Now about the prize – maybe if you change your name...

Crazy for you

Brad,
The first time I set eyes on you, I fell in love. Then when I heard your husky Mancunian voice on Sky One's *Games World*, I knew you were the one for me. So please don't offend me – will you marry me? Please find enclosed a nude photo of me riding a tractor.
Madonna, Tinsel Town, USA

Yikes, I bet you're a bit of a 'Material girl' eh? You probably think a high-flying journalist like myself would have loads of money and a fast car. Sorry, behind these dream-boy looks lies a broken man, with a broken piggy bank. I'm sorry Madonna, you're just going to have to 'cherish' my picture. I like your tractor though.

Empty life

Brad,
I thought I'd wait to see the second issue before I actually put pen to paper. And what a pleasant surprise – I liked the first issue but thought it needed a bit of improving.

Come the second issue, I could see that things are definitely on the up. The lure of the workings of the Sega Pirate TV ad cajoled me into get myself a copy. Not only was the feature informative but the angle it was taken from was quite refreshing. As regards the reviews, they're spot on. But where have you gone Brad? Anyway thanks, for producing a reasonably-priced read. MEGA ACTION is what the Sega world has been waiting for!
Casey Quinlan, Reading

Cheers Casey, it's good that people such as yourself can spend time writing a letter that contains some real criticism. I'd be the first to agree with you in saying the first issue was a touch ropey, but we've got a few neat ideas about the way the mag will be going and you can rest assured that with your help we will become the number one Mega Drive magazine. Watch out for some wild ideas over the next couple of issues.

Virtually Virtua

Have you played *Virtua Racing*? *(Of course – Brad.)*. Well, my mate reckons that it's coming out on the Mega Drive. Is there any truth in this, or is he talking jive?
Chantel Maurice Debauch, Birkenhead

Yep, your pal is in fact telling the truth. *Virtua Racing* is all scheduled for a Christmas release but will only be available on CD. So I'd probably start saving for a Mega CD right now.

MD on CV?

I've just passed all my exams and I'm looking for employment as a teacher at a nursery. The problem is that I've got a Mega Drive, and I use it as soon as my boyfriend leaves every evening. I'm beginning to wonder whether or not I'm addicted.

Now to most people, owning a console isn't really a problem – however I know that if I were to highlight this as one of my hobbies on my CV, I could be labelled a kiddie cocaine dealer. Do you think it would go against me? Please Brad, you're my only hope *(Oh dear! – Ed.)*.
A worried Take That fan, Audenshaw

I'd be worried if I was a Take That fan too. Anyway, calm down, it's not the end of the world. The fact that you play Mega Drives could possibly go in your favour, because of course you would be able to relate to most kids' favourite toy. I wouldn't worry about being addicted, at least playing *Sonic* doesn't cost you loads of money and it keeps you off the streets. Winners don't use drugs, they use Sega. If anyone else needs some advice then feel free to send me a letter.

Happy shopper

Don't forget,
1lib Carrots,
2 Fruitinis,
1 small kiwi fruit,
6 eggs,
3 pks Twiglets,
French loaf,
Vitalite (2 tubs),
Colgate Toothbrush.
Anon, Glasgow

I'm sorry Anon but you seem to have sent us your shopping list by mistake. Anyway we took the liberty of collecting your goods and posting them off to you with the appropriate receipt. If you could return the payment as soon as possible we would be much obliged as petty cash is getting a little low.

Satisfaction

Brad baby,
Explain this to me: How come other Mega Drive magazines charge over twice the price you do for the same quantity of information? All right, so these nameless mags may have more pages than you do, but if you're reviewing the same number of games and covering the same amount of stuff, why bother paying so much more? Eh?

I've decided I'm not going to be ripped off any more by these other mags – after all, all that money I'll be saving each month will mean I'll have more to spend on games!

Keep up the good work – oh, and I loved the *Flashback* feature you did last month. More!
Kevin Andrews, Brighton

What can I say but thanks! Without wanting to cast too many aspersions on our rival publications, we know they think people won't buy a mag for 99p because they reckon "people want to spend £2.25 on a magazine." Well, this is rubbish. People want info on games – why break the bank when you can get it all for 99p?

▼ JIVE JURY ▼

Street Frightener

I've seen it. *Street Fighter III* of course but nobody believes me. However I know you guys will *(So. Take us for suckers eh? – Ed.)*.

A couple of weeks ago I travelled to Japan for a business meeting. For one reason or another I had to stay over an extra evening and rather than spend an evening in my hotel room I decided to go for a stroll down the electric avenues.

A couple of blocks away, I came across a massive crowd. I initially thought there had been some accident. After pushing and shoving my way to the front, I couldn't believe my eyes. Lo and behold, the *SFIII* machine! The sprites are twice the size of the first, and instead of six buttons there are ten, no 12. Every time you get hit you get a small electric shock from the joystick.

You can choose between 30 different characters including a fighter that is called Xen-zig, an alien from outer space. It's true, I've played it. I bet you won't believe me, so please find a photograph enclosed. Do you think it will be released on the Mega Drive?.
Marcellus Raphael, Rossendale

Nick:- Yep, this guy is talking out of his backside. Kill him.
Brad:- No way, *SFIII* isn't released in the arcades until December '93.
Steve:- What photo? Dream on pal.

So it is concluded that you Mr Raphael are in fact guilty of the heinous crime of fibbing. Hmm, the photo you sent in was a bit blurred, maybe that's because your hands were shaking at the marvellous graphics?

As punishment you'll find a copy of the 2 Unlimited mega mix winging its way to you. Play it three times every hour and stop fibbing. Yes, without doubt *SFIII* will be available on the 'Drive but not in the short term, and I doubt there'll be any aliens to combat.

Send your processed cheese/letters to: Uncle Brad, *Mega Jive*, MEGA ACTION, Europa House, Adlington Park, Macclesfield, SK10 4NP.

MEGA

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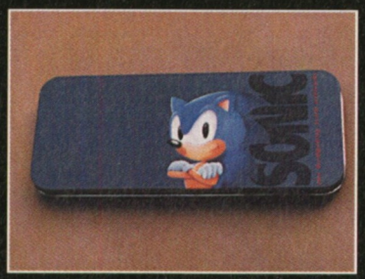
He's an ubiquitous fellow, is old Sonic. Twice appeared in a game (although with a mate the second time around), he's not just going to sit around counting money. Nope, his management company (a small outfit called Sega) has much more business savvy than that. Hence his appearance on this fine collection of stationery equipment, just the sort of thing one would expect to find at school or the office.

So, just how would you get your hands on this fine collection of paper-related stuff? Well, all you have to do is answer several reeeeeeaaally easy questions (easy to us anyway – we know the answers):



Some fine Sonic-related stationery could belong to 10 of you, including notebooks, files, rulers and a pencil case! What more could you want?

A big thank you to Pulse Distribution in West Yorkshire for supplying the merchandise for this competition!

The questions:

1. Sonic's mate in *Sonic 2* is called:
a) Heads
b) Tails
c) Dice

2. A sonic boom is caused by:
a) The speed of sound being exceeded
b) The speed of light being exceeded
c) Too many baked beans eaten early in the day

3) Paper is made from:
a) Wood
b) Old cars
c) a 2000 year old secret recipe

4) Sonic's big rival is:
a) That girl in *Night Trap*
b) Noel Edmonds
c) Mario

Rules:

All entries must reach us by the 14th August. The first 10 correct answers will be thrown away because it's late and this is the final page (only joking). No multiple entries are allowed and all Europress employees, their relations (alive or dead) and anyone else who is thinking about joining the company are forbidden to enter. Finally, the Editor's decision is final and there's no point in writing in to him whingeing that you didn't win the prize because you'll just get laughed at. Sorry, but it's a tough world out there.

Send your entries to: Sonic Stationery comp, Mega Action, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

You can also phone in with your answers if you like. Remember to leave your name and address as well! Call:

0891 515434

Calls are charged at 36p per minute off-peak and 48p at all other times. The call will last under two minutes – and remember to ask first if you don't pay the bill!

Sonic stationery compo

My answers (A,B, C or D) are :

1 .....

2 .....

3 .....

4 .....

Name:

Address:

Age: **Tel:**

❑ *I do not wish to receive promotional material from other companies*

No correspondence will be entered into by the Editor.

PART 2

COMPLETE SOLUTION

ELECTRONIC ARTS JAP/US/UK

JUNGLE STRIKE

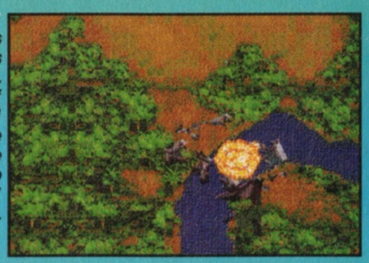
If you're not yet familiar with the game, here's a brief explanation: The story continues from the prequel, *Desert Strike*. The Madman was killed and that seemed to be all – however as the years fluttered by a more powerful evil force grew. Yep – the Madman had a son – and so the story continues (probably forever). Dave Goodyear explains all...

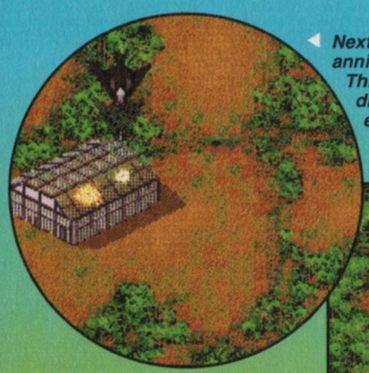
The chase continues further into the jungle where the main backbone of the Madman's and drug lord's armies reside. Your main objectives are to stop the Patriot missiles from being launched, to blow up their fuel depots and to 'borrow' their top secret Stealth fighter aircraft.

LEVEL 7

◀ *Fly from your makeshift base in the trees to the aircraft hangar where the Stealth fighter is. Before you land your chopper make sure the area is cleansed of all surrounding enemies then blow off the camouflage that is over the plane.*

Then taking charge of the plane, fly it towards the nearest bridge that's flashing on your radar. Once there dispose of the guarding tank(s) and then concentrate on the destruction of the bridge. This will help slow down the enemies' progression no end. ▶



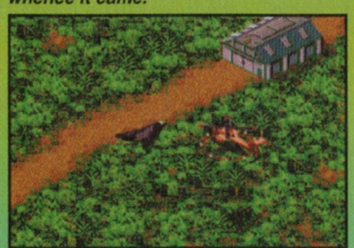


◀ *Next on the agenda is the annihilation of the drug fields. This will render the next crop of drugs useless. The long term effect is that the drug lord has no money to support further artillery purchases.*

▼ *Lower your altitude for the next job as you approach the first of the Patriot missile launchers. As the plane continues to go forward (and not hover like the chopper) you'll need to adopt this tactic: stay low and circle in front of the launcher. Every time it's within your sights unleash a missile – repeat until destroyed.*

▼ *With all of the missions fulfilled in the war operation 'River Raid', you are now instructed to fly and land the Stealth fighter from whence it came.*

▲ *The same tactics will have to be applied to the next mission for the fuel dump awaits destruction by your very hands. Keep watching for those tanks as they inflict heavy amounts of damage.*



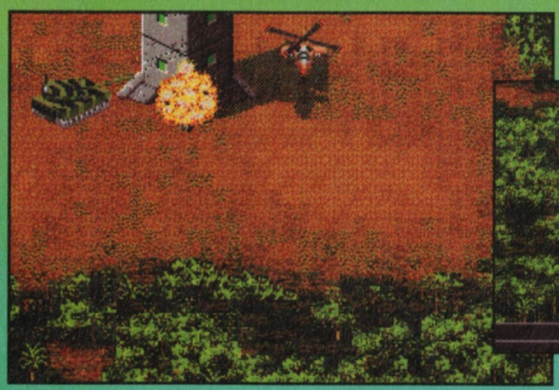
◀ *The action pauses to give you a movie-type glance at your latest achievements. Or whatever anyway.*

◀ *Then back in your trusty chopper, you return to the base to be evaluated for combat performance. I wonder if I'll receive a pay rise? (No chance – Ed.)*

Turn your attention now to the concern over the hidden nuclear missiles. Intelligence indicates that they're safely hidden in pyramids disguised as ancient ruins. ▶

LEVEL 8

Deep in the mountains lies the hideouts of the drug lord and the Madman. The only thing that stands a chance in this unpredictable terrain is your attack chopper as other forces would take too long to reach the summit – so in you go!



◀ When attacking the stolen Tomahawk cruise missile installations, try to dispose of the tanks that patrol the area first. And if you ever need to replenish your armour there are a few handy crates to the right, and a fuel drum!

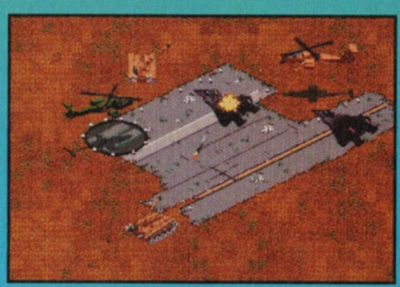
◀ Before you commence an all-out attack on the drug lord's villa you'll need to destroy the power grid here. Pretty easy to complete if it wasn't for the helicopter that attacks just afterwards.

▲ When you fly into the heart of the control towers keep an eye out for enemy tanks as they can actually help you! When you see one, lure its guns towards you and then jump behind the nearest tower. The tank will then open fire and destroy the building instead of you!

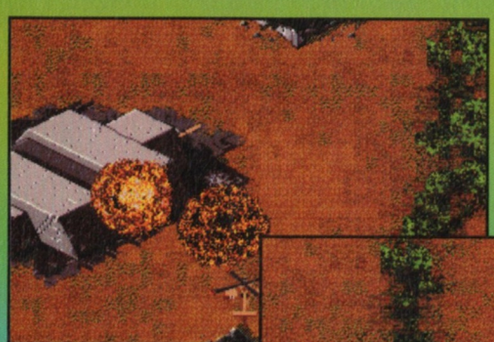
◀ Use all the weapons you've got to destroy the villa and its surrounding forces. But watch the trees for oncoming tanks as they are alerted about your attack. Also keep an eye on the drug lord as he sprints to the left.

▼ With the airstrip permanently out of action you decide it's time for the capture of the twisted Madman. Start by disposing of all of the surrounding anti-aircraft guns that surround the bunker.

With the drug lord captured you can now attack the airstrip that's hidden in the jungle. Try to get rid of the tanks first and then move on for the helicopter that is hovering in the centre. ▶



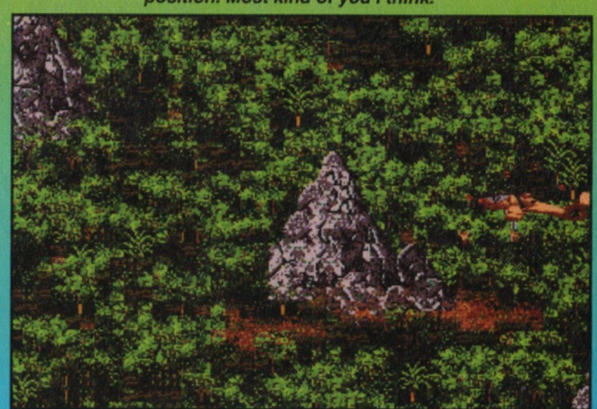
◀ Then fly right to where the big clump of ammo crates is and land the chopper. Once you've landed, your co-pilot will then subsequently leap out of the chopper and into the truck and start driving it towards the bunker.



◀ Then fire with your chain guns at the now parked truck. The truck then should explode causing considerable damage to the bunker.

Fortunately as the helicopter crashes all its crew die apart from the Madman himself, so bring him in for some American justice. (Being beaten up on a road on videotape). ▶

▲ Follow your co-pilot until he jumps out of the truck, then lower your ladder to let him re-assume his position. Most kind of you I think.



With the bunker destroyed beyond repair the Madman leaves in his very own private helicopter. Use your missiles to bring it down. ▶

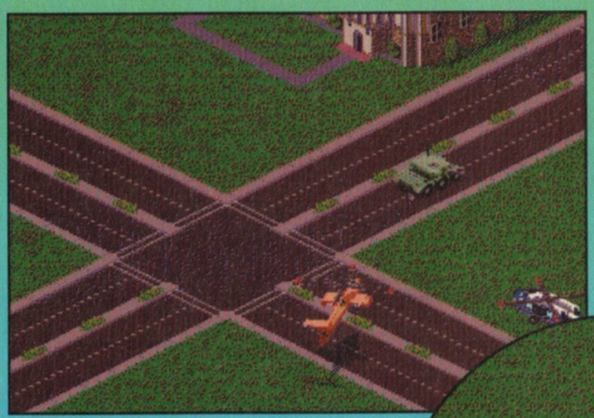
ELECTRONIC ARTS JAP/US/UK

JUNGLE STRIKE

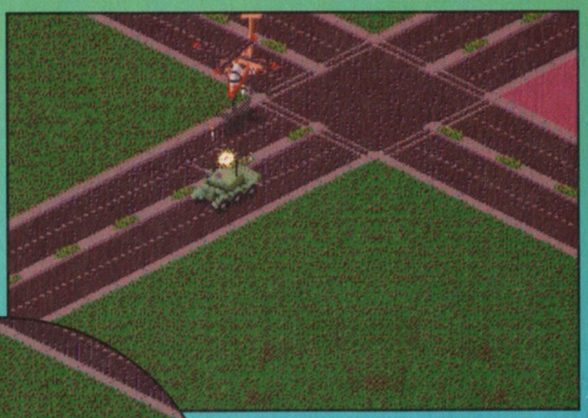
COMPLETE SOLUTION

LEVEL 9

The story takes another unpredictable twist! Washington is under siege as the remainder of the Madman's forces rescue their captured leader! Even the President's life is danger! Your orders are to kill all enemies in the vicinity including the Madman himself.



▲ *Escort the President's helicopter to safety by destroying all targets on the way. The heaviest encounters you are likely to meet are these ATVs – about four missiles should do the trick, but keep an eye out for the soldiers with rocket launchers.*



▲ *Once the President's chopper is out of harm's way you can seek out the remaining ATVs. Move quickly for fuel is sparse and getting more so!*

With the threat of the ATVs controlled you can now search for the escaping generals in their armoured cars. Take care not to shoot either of them as their car explodes rather violently. ▶

▼ *Like father like son, the young Madman is engulfed in a ball of fire as his truck explodes. Well now, that's a crying shame!*

▲ *The Madman takes his turn in the escape routine – do to him what they should have done in the Gulf; wipe him out!*

◀ *The war isn't over yet! A handful of fanatics are driving four nuclear missiles to the White House! Use all the remaining ammo crates to stop them in their tracks. Once completed return to your base for the last time .*

▲ *Once again your Commanding Officer congratulates you on your expertise, and because you followed this guide you get a medal! (No Dave, that doesn't mean you get one as well! – Ed.)*

▲ *And crowds of people line the streets to cheer the victors of this most explosive battle! Well done!*

■ It's Reader Survey time again! We like our readers and want to know all about you... so please fill in the form below and send it to us. There may be a free game in it for you...

ABOUT YOU

Are you:

❒ *Male*

❒ *Female*

What is your age? .....

ABOUT MEGA ACTION

Please rate each section of MEGA ACTION out of 10 (10 being a good score) depending on what you thought of issues 2 & 3.

News .....
CD News .....
Charts .....
Cartridge reviews .....
CD reviews .....
Features .....
Compos .....
Previews .....
Mega Jive .....
Player's guides .....
Hints and tips .....
Library .....

If one section needs improving, what is it and what improvements would you like to see?

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What would you like to see covered in MEGA ACTION that we don't do already?

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Design-wise, which pages do you think look the best and why?

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Of these Sega mags, please rate the ones you buy regularly out of 10.

Mega .....
M.D. Adv. G'ming .....
Sega Power .....
Megatech .....
Mean Machines .....

And why do you think they are so good?

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When you see a gift on the front of a mag, which ones make you buy the mag?

❒ *Tips book*

❒ *Freebie voucher (like Laserquest on issue 2)*

❒ *Postcards*

❒ *Poster*

❒ *Other (Please say)*

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What do you look for in the advertising pages?

❒ *New releases*

❒ *Cost of software*

❒ *Where to buy stuff*

What leisure product will you next buy? (Not a computer thing.)

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Do you have access to satellite TV?

❒ *Yes*

❒ *No*

Please tell us your favourite:

Game: .....
TV prog: .....
Radio station: .....
TV personality: .....
Band/pop star: .....
Satellite TV prog: .....

Where do you buy your:

Music: .....
Computer stuff: .....
Clothes: .....
Footwear: .....

Other than playing computer games, what other hobbies do you have?

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Please list all the software companies you can remember (without referring to the pages of this or other mags!)

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Which piece of software will you be buying next or you are waiting to be released?

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Please write any other comments you have about MEGA ACTION – what you like, dislike or whatever you think we need to know!

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PART 2

COMPLETE SOLUTION

US GOLD/DELPHINE JAP/US/UK

FLASHBACK

1

Upon arrival on Earth your first task is to hand over the papers that cost you so dear back on Titan. The attendant will take them and allow access to the planet's surface. The first and most immediate problem is the policeman who makes no move towards you until a shot is fired. Only after you've removed him will the next door open.

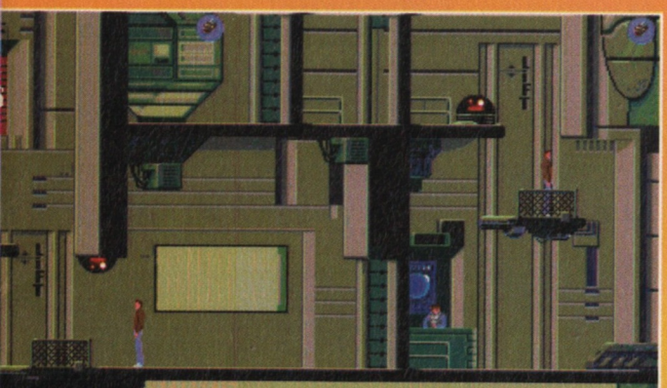
Have your gun drawn then edge into the next screen. Careful timing of the shield is needed here as not only is there a robot waiting for you but also the police are out in force. These flying police are deadly shots and require anything up to four shots to kill.

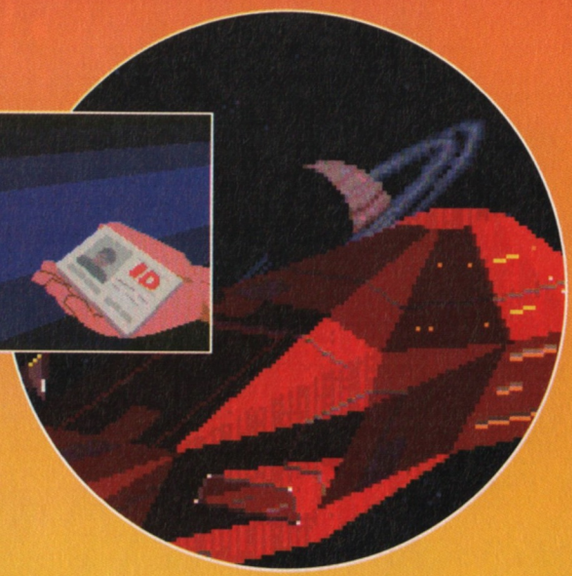
Drop down the next ledge then shoot the second robot by running ahead for a clear shot. Wait for the antenna to protrude before parting with the bullet. Take the lift with gun drawn so that on the way down you can take a shot at the waiting policeman.

Robots are all too apparent around this section so be prepared to roll to safety. Use the shield charging point then proceed to the next screen where more policemen will have to be engaged. Only with careful shooting will the door open.

Now watch out – in this next screen, the pit below you is not to clearly seen and falling down will put you into conflict with the all to dangerous power globes waiting for you in the depths. Shoot the last robot then proceed to the Taxi rank where activating the switch takes you further into the mission ahead.

3





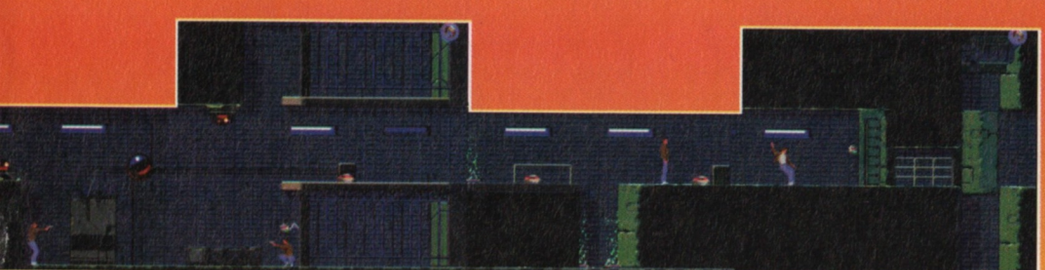
2

Your drop-off point from the Taxi allows an immediate save, so do so. Climb up to the robot and just after shooting, roll off the ledge. The explosion, should you remain up there, will take a shield point off you. This scenario will frequent the next levels so careful when taking out these droids.

Climb up again to the top ledge then perform a running jump to the next screen. Hanging by your fingertips, pull yourself up and take out the power globe opposite. The glass door on the next platform should be shot through. Perform the running jump once more and enter the underworld gloom.

Take the lift down and climb up to the blue light which hangs down. Shooting across from there will bring down the glass door and allow you to pick up the key for later door access. Proceed past the bar and head up towards the shield recharge point.

Climbing up will no doubt trip the laser turret so remain crouched then roll out of screen and ultimate range. The robot above the bar is guarding a switch which will power down the energy trap behind the key lock. Take the lift down then jump up onto the light to open the passage and obtain the lift. After dropping down in the lift, have your gun ready so that any nasty surprises can quickly be dealt with.



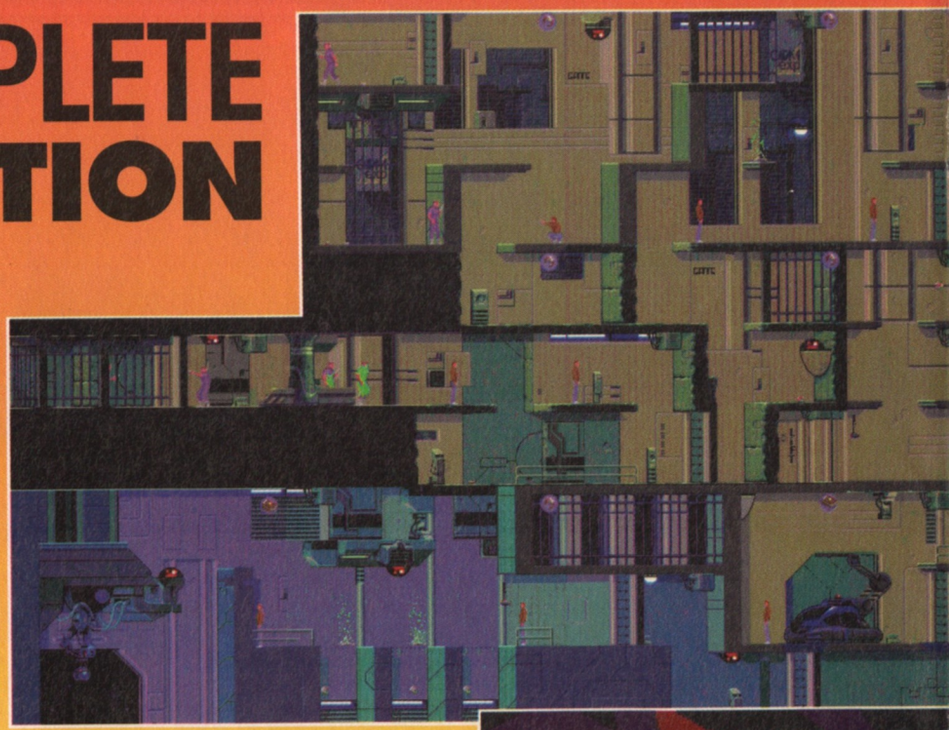
There are many energy traps and associated switches within this area. The mutants present are the teleporting type and require anything up to four shots to kill. The save point is reached by pulling out the gun, crouching on the left of the trap door then rolling right and falling down. Charge your shield and save position. If the door you are trying to pass through appears to be closed then look around for a power globe which normally act as a trigger.

Work your way right and when the energy trap starts advancing behind you be prepared to shoot the power globe to open the door to the next level. Don't worry too much about your capture. The conversation you overhear, although important as a justification for carrying on with the quest, does not drop you in too much hot water.

US GOLD/DELPHINE JAP/US/UK

FLASHBACK

COMPLETE SOLUTION



4

After being captured you are flung in jail then allowed to escape. You have been stripped of your gun but don't panic as the weapon is located below the first drop to your right. Pick it up quickly then save. Your first task is to head up to the teleporting device which is well guarded. A key is also situated on this screen, guarded once again.

Your way up the energy traps will prove quite a problem. Wait till the guards pass above you then climb up, always ahead in the sequence.

Make use of the Recharge before taking on the afore-mentioned guards. The only way down past the energy traps is to use the teleport device. Throw the Receiver, then highlight the Controller. You should now, on activation, be transported to the receiver location. Use the key in the lower lock then again use the teleport to gain access to the lower level. Proceed now as fast as you can to the bottom level where there is a save point.

The pits are easily negotiated with careful timing and teleport use. Your aim is to arrive at the bottom right screen, ready for a teleport to a next stage.

5

You have been transported to the very heart of the alien computer. All the disguises are abandoned now so welcome to a new type of enemy! These blue blobs move fast across any terrain and can only be shot when materialisation is witnessed. They can take anything from one to six shots to kill making them without doubt the worst alien in Conrad history.

After arriving proceed right, taking on the two aliens which head down toward you. Let them arrive at the bottom before engaging. After disposing of them climb up and take on the alien in the next screen.

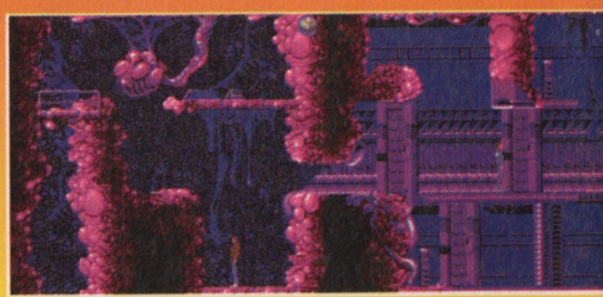
Drop down and flick the switch which gains lift access. Moving further right provides a vital shield recharge. Traverse back round the now-accessible lift then proceed down.

Be very careful at this next stage. The laser turret will activate so roll towards the drop. Dropping down will put you face-to-face with three very nasty aliens. Try to move to the bottom of the screen where there is enough space to take them out. Pick up the stone and move left, leaving it on the door activator to keep the door above you open.

Climb up but don't be tempted to remove that mechanical mouse as it keeps the energy trap closed. The next screen is passed by climbing up to activate the floor panel then climbing down to the bottom switch. Shoot the door open and flick on the device. An alien will appear and shoot the man behind the door. Don't panic, he will complete his last task before he dies.

Remove the alien by rolling left and right and shooting it when it forms. Climb up and the man lying on the floor will give you a Nuclear Charge. Roll onto the next screen.

Now this bit proved very tricky and the best way to get through it would seem to be to climb up to the highest point and throw the teleporter into the shaft.



Use the recharge point then move right to what is apparently an abyss. Use the jump which lets you climb to a higher level then take the lift down.

Keep dropping down until you locate the save point then use it. Move left and pick up the key. Proceed to the top right of the playable area where the key will allow you into the last and final playing area. Remember the landscape well as your goal is the furthest point on the right, should you finally set the charge.

6

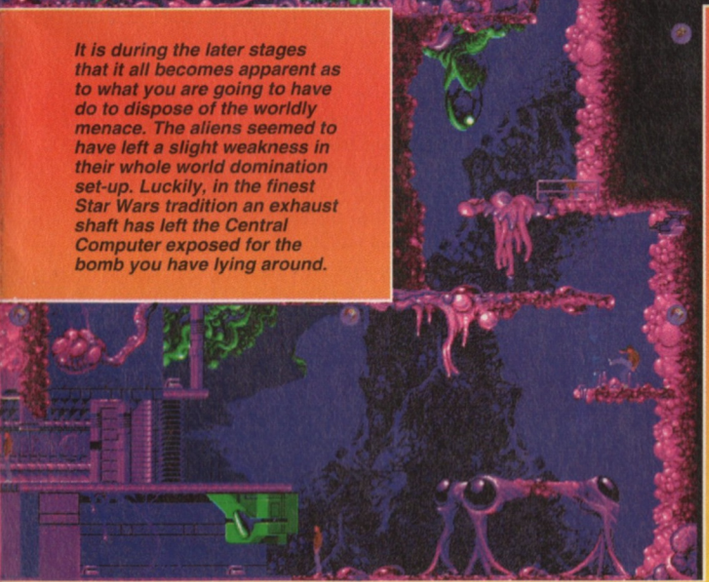
Find, remember and return to any of the recharge or save points.

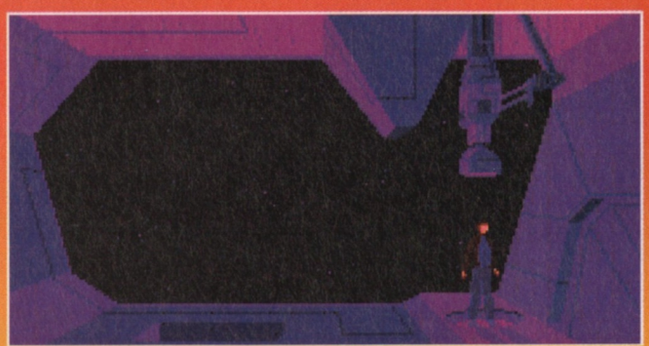
Before saving, always ensure that you have everything on you, that your shield is fully charged and most importantly, that the area around you is clear from aliens.

By now you should also have an educated knowledge of the creatures you will be facing. The Blue Blobs can only be killed by waiting for materialisation, the lizards can be wiped out in one shot and anything else takes one to three hits from your gun to kill.

It is fortunate therefore that you luckily have unlimited bullets to empty into these designer-nightmare creatures. Phew!

It is during the later stages that it all becomes apparent as to what you are going to have do to dispose of the worldly menace. The aliens seemed to have left a slight weakness in their whole world domination set-up. Luckily, in the finest Star Wars tradition an exhaust shaft has left the Central Computer exposed for the bomb you have lying around.



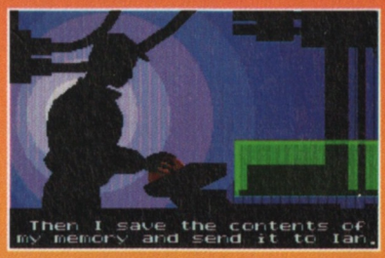


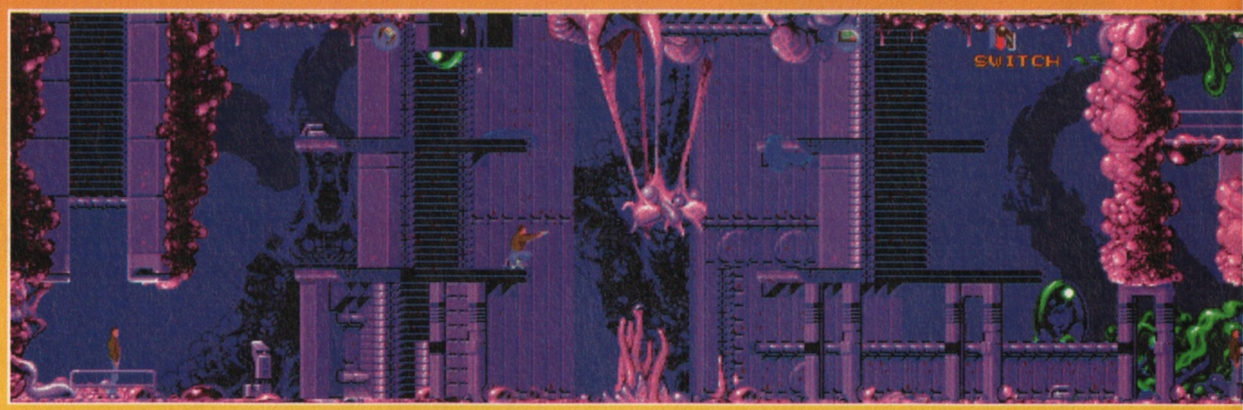
Just when you think it's all over and the pain and suffering has been worth it, along comes another section to add to the misery. From now on though you're in the home straight and the whole future of mankind rests on your shoulders. Not that that should create any aprehension mind you. Along the way many others appeared to have fallen by the wayside, leaving clues and devices for you. Some are deceptive and useless, and some, like the Nuclear Bomb, are really quite essential.

US GOLD/DELPHINE JAP/US/UK

FLASHBACK

COMPLETE SOLUTION





It's lift city for our intrepid hero Conrad. It would seem relevant to point out that to ascend and descend on these devices, simply stand still while in a central position, push UP on the D-Pad then engage the ACTION button. Easy. Don't forget to pull the gun now will you! This should do the trick for you.

◀7

The mechanical mice are situated just above you and are handy for setting off traps and bombs.

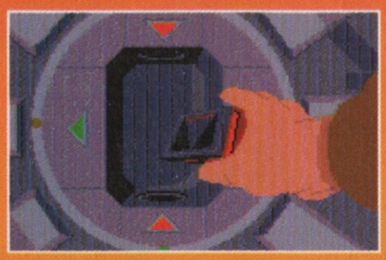
Climb up to the highest point then perform a running jump allowing all the bombs to blow up harmlessly behind you. Take the lift up then immediately take it down. You will have tripped a device which opens the door at the bottom. The two aliens freed will need to be removed in order for you to obtain the key to open the left side up.

Before taking the lift drop your teleporter so you can return quickly to this point. Now take the lift up and recharge your shield at what should be quite familiar territory.

The alien is guarding that switch for a reason. It opens the door to the next level, you see. Drop in, then in order to avoid combat, flick the switch then teleport away.

Take the lift up, climb the rest of the way then avoid the energy traps. This is best done by waiting till just before the mouse activates the plate, then rolling through. Take the lift down.

The next screen is really quite simple although it appears at first to be very hard. Stay crouched and roll from left to right shooting the creature. Then, once that is done, shoot the eye of the ball-type thing until it drips ooze and opens up the floor. Move as far right as you can then throw the teleporter into the shaft. Teleport to the next level!

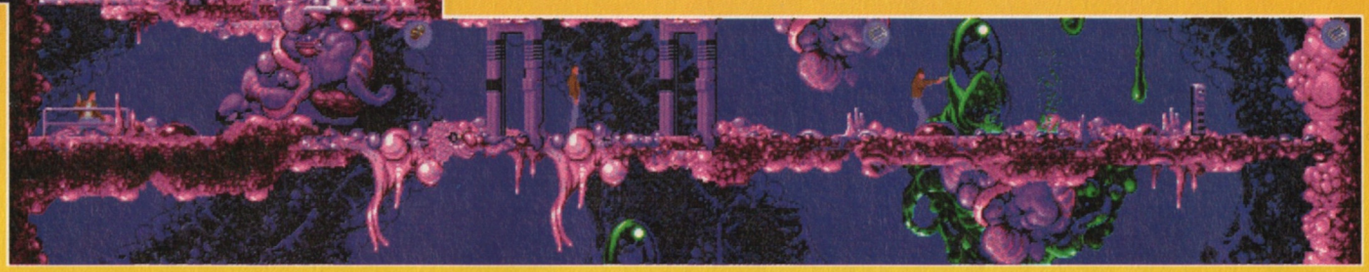


8

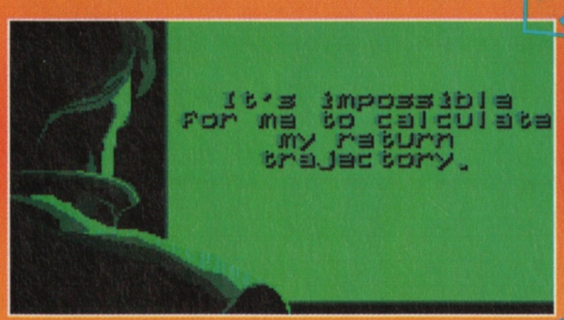
This is the final section. Take the lift behind the previously closed door to the lower regions, the core of the main computer. Move into the room with the strange hanging creature. The aliens coming towards you require one shot only to kill and they appear at regular intervals.

Climb the platform on your right and shoot once at the creature dead centre. Roll away, take out the oncoming creatures then repeat for the other side. Eventually the creature is killed and you can move through the room. Trip the activator in the next room then run back to the lift shaft, take the lift up and recharge shield. Descend and save progress.

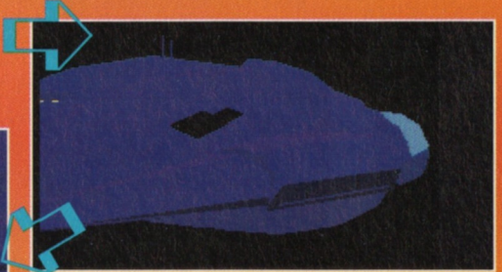
Go back now to the locked door beyond the lift and obtain the key from the top fight of the screen. The alien should prove no trouble and passing through the door puts you on the home stretch. You will need the teleporter to pass through the energy traps and on reaching the furthest point right, a voice will tell you exactly what to do with the Nuclear Device. Before flicking the switch throw the teleporter, thus allowing you to pass quickly through the beams. Flick the switch, activate the teleporter then run like hell!



Run for your life! Go right, take the lift then proceed beyond the apparent abyss by jumping up and over. Now it would be spoiling all the fun to show the last section so work it out for yourself. However, since we're not complete gits, a good clue lies in getting as far right as you can. The final screen hides a lift to get you out of there in a hurry.



That's it! You have done it! Conrad now drifts in space ready for his next adventure and you can run away from the screen screaming loudly! About time...



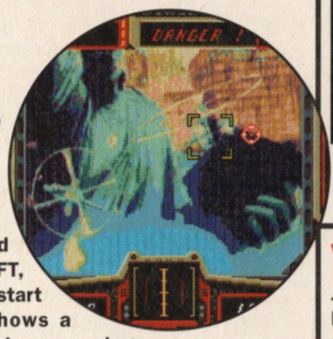
MEGA TIPS

MIXED AND CRACKED

Welcome to MEGA ACTION's cheats pages! Whatever games you enjoy, you'll be sure to find something here for you. So read on...

COBRA COMMAND

SEGA CD



This game is hard. To help you finish the whole thing with your joypad intact and not imbedded in the nearest wall, go to the title screen. Now take controller one and press in this order: UP, LEFT, RIGHT then UP. You can now start at any level as starting shows a "STAGE ONE" message which, on moving the directional pad right, allows you to scroll through all the levels! Finishing the last level will allow you to see the true graphic ending. Should, for any reason, you get struck by laziness or a realisation that you're void of *Cobra Command* skills then try this: start the game at your desired level. As soon as the action being press the START button. The screen will say "STAGE CLEARED" and then you will automatically advance to the next level!

SEWER SHARK

SEGA CD

To have continues on *Sewer Shark* you need to have obtained the rather dubious level of "Exterminator" or "Beach Bum". If you feel the need to continue then simply take our advice and press A,B,C and START when the closing credits begin to roll. Please, no thanks. We're shy.

Get insulted in this CD game. Life's too short...

Some of the guys responsible for this title.

WONDER DOG

JVC

Here we go with the entire level entry codes for this, last month's clear platform favourite. On the password entry line enter the following:

Level 2	Dogville	Mystic
Level 3	Scrapyard	Ankles
Level 4	Looney Moon	Ledzep
Level 5	Planet Wierd	Reeves
Level 6	Foggia	Pixies
Level 7	k-9	Woopie

TINY TOON ADVENTURES

AN addictive game at the best of times, Steve started playing on a Thursday and we found him red-eyed collapsed near the monitor the following Monday. Positioned under a spotlight in prominent view was a list of access codes. We nicked them just as the last continue was used up:

LEVEL2	PMKD DDDD LLGL LDLD DDVD	LEVEL14	MHBB TZKD DLBB TZGL DLTM
LEVEL3	XBBL DLLL LLKD LDDD LLND	LEVEL15	HNBB TZZL DDBB TZKD LLRB
LEVEL4	QMBG DLLL LDBD LLLD LDTG	LEVEL16	ZNBB TZZG LDBB TZZD DDDH
LEVEL5	TMBK LLDD LDBG LDDL LLTV	LEVEL17	PJBB TZZK LLBB TZZG LDDJ
LEVEL6	HMBB LLDD DLBK LLDD LLTN	LEVEL18	XZBB TZZB LLBB TZZK LDDP
LEVEL7	VBBB PLLL LDBB LDLL DLDQ	LEVEL19	ZZBBTZZQ LLBB TZZB DDDT
LEVEL8	YBBB MLLD LDBB PLDL LLMQ	LEVEL20	KXBB TZZQ GLBB TZZW LDGM
LEVEL9	HYBB TDLD DDBB MLDL DDPD	LEVEL21	VJBB TZZQ KDBB TZZQ GDVM
LEVEL10	ZBBB TGLL LDBB TDLL DLNG	LEVEL22	ZTBB TZZW ZLBB TZZW KDTM
LEVEL11	NMBB TKDL DLBB TGDL DDNV	LEVEL23	HTBB TZZQ ZGBB TZZQ ZDMR
LEVEL12	XBBB TZDL DDBB TKLL DDNT	LEVEL24	JQBB TZZW ZKBB TZZW TGMZ
LEVEL13	BNBB TZGL LLBB TZLD LLZM		

ACTION REPLAY CODES

Flashback
Infinite Shield
FFD3D70005

Streets Of Rage 2
Infinite Power
FFEF810068
Infinite Time
FFFC3C0094
Level select
FFA9030001

Tiny Toons
Infinite Energy
FFFB0B0003
INfinite Lives
FFFB090002
Special Helpers
FFFB110009

WE NEED YOUR TIPS AND CHEATS!

MEGA ACTION is on the lookout for decent tips and cheats! We're going to be adding to this section shortly, so if you need help with a game or have advice, write in to:

Mega Action Tips and Cheats,
Europress Interactive Ltd,
Europa House,
Adlington Park,
Macclesfield,
Cheshire SK10 4NP

Note: People phone us at work asking us for hints. Unfortunately, we can't give out advice like this!

CHUCK ROCK

JVC

Stop bashing your head (and stomach) aimlessly against anything remotely moving and stop to speed through the game with these handy level codes:

Level 2	GJFKFN
Level 3	PDPKKN
Level 4	JWNTXF
Level 5	TSFNVP

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MEGA LIBRARY

If you are confused by the vast quantity of Mega Drive games available and find choosing a game almost impossible, look no further! We have compiled the most definitive guide to all the best Mega Drive games around. These have been Mega Action tested for total playability and addictiveness. Keep an eye out for a slightly different Library section next month...

DRIVING GAMES

MICRO MACHINES
CODEMASTERS
Just how original is this game? The gameplay and playability is second to none with head-to-head options, 12 characters to choose from and a hectic one player option.
90%

ROAD RASH 2
ELECTRONIC ARTS
Very similar to Road Rash but with an added two player option. The game, to be fair, is quite a bit tougher than the original, with added gangs and faster graphics with the odd enhanced bit of scenery.
90%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS
Well it all sounds a bit dull doesn't it? Driving through various terrains at top speed! Well it isn't. It is fast and furious with the added head-to-head option. Beats the pants of any other drive-at-top-speed Outrun-type offerings.
88%

F1 CIRCUS
NICHIBUTSU
Looks a tad odd but plays well. Second on the grid to the successful Super Monaco series. Graphics have suffered only in the course of providing you with a greater simulation of F1 life, which seems a pretty reasonable compromise.
88%

SUPER HANG ON
SEGA
Climb into the leathers and hit the tarmac. It seems more relevant as this is a true F1 motorbike simulator and it is quite difficult to control accurately around the twists and turns. On saying that, the game runs fast and furiously and ranks as one of the best driving games for the Mega Drive.
89%

TEST DRIVE TWO
ACCOLADE
Climb aboard something demonically fast and race your heart out through the wastelands of America. The computer throws some pretty daring adversaries at you, and that can't be bad!
84%

SUPER MONACO GP 2
SEGA
A dressed-up version of Monaco GP, this second offering gives improved handling and a bit more to think about while screaming around the cobbled streets. Definitely recommended.
90%

SPORTS GAMES

JOHN MADDEN FOOTBALL 93
EASN
Play all-star teams, compete in the Super Bowl or just hammer your best friend. Without a doubt, the best!
92%

NHLPA HOCKEY
EASN
The sequel to EA Hockey, this appears as the benchmark in ice entertainment. The skill level is reduced to a degree of luck but the fight sequences seem to be a winner.
90%

PGA TOUR GOLF 2
ELECTRONIC ARTS
It would appear sports are the territory of EA and this offering is again a classic among classics. Just about every course and player lives in this cartridge – play tournaments against them or do it all for money.
91%

SIDE POCKET
DATA EAST
You will no doubt have seen this in the arcades, maybe you were even tempted to play it. This is addiction immortalised on the Mega Drive with added bits to boot. Pub Pool without the wait and tipless cues.
88%

SPEEDBALL 2
VIRGIN
OK! OK! Maybe not exactly a recognised sport but regardless of the dateline this is still a game with a ball – handball with spikes. Reduce your aggression and whip your friend in this, the best of its kind.
90%

JOE MONTANA 3
SEGA
Not as user friendly as the mighty Madden counterpart. A few nice touches which include a league and a change in viewpoint of the game. But the overall result is a tad complicated. For the serious fan only.
85%

TEAM USA BASKETBALL
EASN
The best way to shoot hoops on the Mega Drive. Although just a bit easy, this still stands out as the best basketball simulation, especially with the special moves.**88%**

OLYMPIC GOLD
US GOLD
Ouch! Do my fingers hurt! This is the best way to destroy those perfect little buttons on the joypad. Although it looks good, the overall opinion is one of quite a dull game.
78%

WORLD CLASS LEADERBOARD
US GOLD
Sitting quietly in the shadow of the PGA series, this offering suffers in comparison. Nice to look at but playability lacks somewhat. Perhaps for the Golf fanatic only.
80%

SPORTS TALK BASEBALL
SEGA
A blow-by-blow live commentary makes this stick out from the crowd but baseball was never meant to be on the console, as numerous offerings now indicate.
78%

AQUATIC GAMES
ELECTRONIC ARTS
Ermm.... We suppose it should be here. Pond is back is this olympics-style game. Button bashing mayhem amongst juicy graphics and some quite challenging events. A place amongst the medals certainly. Oow!
90%

BEAT'EM-UP GAMES

WWF SUPER WRESTLE MANIA
FLYING EDGE
Quick, spout long golden hair and talk with an amazing degree of confidence about sitting on people! Wrestle mania hits the Mega Drive big time. All in all, it's two player canvas mayhem, though the single player option tones it all down a bit. A good effort at simulating the ruff and tumble aspects of this great, and extremely popular sport
89%

CALIFORNIA GAMES
SEGA
Find out what every American does in their spare time. Well, every long-haired, BMXing foot-bagging patriot anyway. Great multi-player challenge but alone, nothing to get excited about. A worthy try at a difficult theme but one that fails to make the grade.
78%

EUROPEAN SOCCER
VIRGIN
Manchester United in Europe reborn on the Mega Drive, this particular version of soccer is really quite exciting. Although quite easy to beat, the two player option gives months of enjoyment. Whether a two player option warrents the purchase of a game is entirely up to you.
84%

BUDOKAN
ELECTRONIC ARTS
Choose your weapon, be it nunchukas, or one of those long bamboo sticks. One or two player options, loads of different weapons available to you and martial arts galore all ensures longevity.
75%

DOUBLE DRAGON
BALLISTIC
An arcade conversion perfect in every way. One of the minus points is that all the bugs remain. Whoops! If you're a bit partial to giving out a good hiding left, right and centre, you'll love this.
82%

GOLDEN AXE
SEGA
Double Dragon with swords and magic! Your quest is to kill the Death Adder, a really big muscly bloke with a fabulous Golden Axe. Two player fun with the added bonus of being able to hit each other. Yep, a definite thumbs up from us.
85%

GOLDEN AXE II
SEGA
Bigger? Yep. Better? Yep. This sequel came out a long time after the original so therefore the programming is better. But, to be perfectly honest, it has nothing much more to offer. If you want more of the same then this is for you.
90%

PIT FIGHTER
DOMARK
Digitized graphics grace this brilliant beat'em-up. Set in the deadly world of illegal pit-fighting, it's one of those games that people slag off but it grows on you the more you play.
89%

SPLATTER HOUSE 2
IMPORT
Sick, slick scrolling beat'em-up. You're a complete madman roaming around a house teeming with monsters. All manner of weapons can be found, chainsaws and baseball bats being the best. Disturbing gameplay. Not for kids.
88%

STREETS OF RAGE
SEGA
A scrolling Streetfighter is the best way to describe this smart cart. You can choose between three characters, all of which have different attributes and skills. There are plenty of moves to keep you occupied. Great stuff!
89%

STREETS OF RAGE 2
SEGA
Those same streets are causing trouble again. The good-guy posse reunites and goes on the rampage, kicking and punching anybody or anything that stands in their way.
68%

TWO CRUDE DUDES
SEGA
Hmmm, another one of those old chestnuts which everybody seems to love. The nuclear holocaust has arrived and the survivors are forced to fight for food and their lives. Features chunky graphics and some bizzare weapon pick ups, such as your team mate. Probably 'nuff said.
80%

WRESTLE WAR
SEGA
Way before it was even considered that WWF would become a console game, Wrestle War was being programmed. Unfortunately, it doesn't have the same pazazz as those big boys in the WWF. Well, big something.
81%

WWF
FLYING EDGE
Hulk Hogan is no doubt the selling point for this first grapple with the likes of the World Wrestling Federation team. This might not be to everyone's taste, but the graphics and moves are really rather good. Worth a look if you're a WWf fan.
83%

PLATFORM GAMES

ALIEN 3
FLYING EDGE
Imagine, if you can, Shinobi with Aliens and face huggers running around. Well, that's what Aliens 3 is about as you take control of the bald babe Ripley, as she tries to repel the increasing amount of deadly beasts. 'Slick' is the word!
89%

ANOTHER WORLD
VIRGIN GAMES
A strange scientific experiment sends you spinning into another world. It's very rare you get a game that has it all, the looks, the sound, the gameplay. This is a classic in every sense of the word. Buy it, and leave the real world behind!
90%

BART Vs THE SPACE MUTANTS
FLYING EDGE
Bart's back and this time he's poorer than ever before. Yep, it was a sad day when we first set our trained eyes on the screen. Never mind, the cheeky Bart sprite adds the humour. Unfortunately, it hardly really warrants the £40 price tag.
71%

BATMAN
SEGA
This game's a pile of tosh! Saying that, the graphics are quite dreamy, although you'd have to be a real Dark Avenger fan or extremely stupid if you were to fork out hard cash for this.
83%

CASTLE OF ILLUSION
SEGA
You've sung the song, you've watched the film, now put yourself in the ears of the world's most famous mouse. A classic game with a massive playing area. Graphically brilliant and sonically sound, why not treat yourself and bring the little kid out in you?
90%

CHAKAN – THE FOREVER MAN
SEGA
Chakan, the undead swordsman, has been granted his wish for immortality. His quest takes him throughout the living world. Excellent mix of cutesy and platform bits.
88%

DECAP ATTACK
SEGA
A platform game that's so good you'll probably lose your head! Yep, as you can probably guess, you only have one weapon in your arsenal – your head, and you've got to throw it at the baddies.
76%

ESWAT
SEGA
We remember the first time we set eyes on this classic game. We must say, everything about it was superb but that was then and this is now. The graphics are looking dated but the gameplay has stood the test of time.
81%

FANTASIA
SEGA
Cartoon-like animation shows exactly what the Mega Drive can do. It's also priced at a tenner less than most other games which can't be bad. One major problem is the difficulty level which is set far to high, but don't let this put you off.
80%

GALAHAD
ELECTRONIC ARTS
If you've ever played a game on the 16bit computers called Leander then you'll know all about this. Sir Galahad sets off on a quest to rid the world of dragons and other evils, and does it all with style.
87%

GHOULS AND GHOSTS
SEGA
The game that launched a thousand Mega Drives and one of the first official releases to hit our shores. A classic game that is not showing any signs of its age. A fine example of what the Mega Drive can really do when someone has a go.
90%

GODS
IMPORT ONLY
Those Bitmap Brothers get everywhere. The masters of code have had their Number One computer hit converted to the Mega Drive. Incredibly huge and very playable indeed, make it a definite addition to your games collection.
83%

JAMES POND
ELECTRONIC ARTS
James Pond does for fish what Sonic does for hedgehogs. As much a platform game as a puzzler, it features some really cute baddies, making this game a real joy to play.
82%

JAMES POND II
ELECTRONIC ARTS
Better than the original and a massive playing area to boot. This features all the ingredients that its predeccessor offered, plus plenty more.
92%

KRUSTY'S FUN HOUSE
FLYING EDGE
Krazy klown kapers in what appears to be a kind of Lemmings variant with Bart Simpson thrown in for good measure. Your goal is to rid the levels of disease-ridden rats by leading them into all manner of weird and wonderful traps.
86%

MICKEY AND DONALD
SEGA
Mickey and Donald join forces in this smashing jumping jaunt. Amazingly, everything about this new release is far superior than Mickey's Castle of Illusion. A definite contender for cuddly game of the year.
92%

MICK AND MACK
VIRGIN
Why not get a decent take away from McDonalds for once and buy this! A brilliant game with some really nice sprites. Check out Mick and Mack, those guys look like they've come straight off the set for Boyz in the Hood.
93%

RAINBOW ISLANDS
IMPORT
A hugely overrated game which is supposed to be the unofficial sequel to Taito's timeless Bubble Bobble. Do yourself a favour and have a good old play before you shell out any serious cash!
81%

REVENGE OF SHINOBI
SEGA
This is the original game that all good platform games have stolen elements and ideas from. Loads of different, oriental baddies and wicked ninja magic. Trust us when we say that this is one heck of a good title.
90%

ROLLING THUNDER 2
IMPORT
Spy-related platform tomfoolery. Infiltrate an enemy base and proceed to eliminate anything that stands in your way. Violence is paramount and there's no shortage of bloodletting, especially when you manage to find the sub-machine gun. It's fantastic!
90%

ROLO TO THE RESCUE
ELECTRONIC ARTS
Four cute animals, one cute game. What a fabulous number this really is! Without doubt, Rolo to the Rescue will become a classic. The only gripe seems to be that the levels are too long and there's no save facility. Ah, diddums. Some people are never happy, eh?
92%

SONIC THE HEDGEHOG
SEGA
If you don't know how good this game is you're obviously reading a Nintendo (pah!) magazine. Sonic the Hedgehog is the ultimate platform pastime that launched Sega into the stratosphere. A legend that can't go unnoticed.
93%

SONIC THE HEDGEHOG 2
SEGA
The game that launched a thousand Mega Drives! And as for the original Sonic, the fastest just got faster! Those programming dudes at Sega have smoothed out all the problems that the original had and thrown in a two player option so now you have the ultimate platform game ever. Well, unless you preferred Another World. Anyway, nice variation in levels and Sonic looking annoyed too!
94%

SHOOT'EM-UP GAMES

STRIDER
SEGA
Its good! Its bloomin' good. Set somewhere in Russia, sometime in the future, you are a young Rusky who has decided to bring the Communist government down. Your mission starts with a handglide onto their top secret nuclear base, and it's fun from then on.
89%

BATTLE SQUADRON
ELECTRONIC ARTS
Two player shoot'em-up games don't come much better than this. Loads of levels, loads of enemies and loads of collectable weapons ensure that this blast will remain in your Mega Drive for a long time to come.
85%

DARIUS 2
IMPORT
All right, so it's not got three TV screens linked together like it's arcade brother but you can't have everything. If you reckon you're a bit of an arcade whizz then why not try and complete all 26 levels of this ultimate underwater adventure.
87%

DESERT STRIKE
ELECTRONIC ARTS
If you can only afford one Mega Drive game a year make sure your first choice is Desert Strike. Controlling an Apache helicopter, you must fulfill your mission directives and take out a maniac dictator. Don't miss it — you will never forgive yourself.
94%

LHX
ELECTRONIC ARTS
LHX is one of the best, and only, helicopter sims around on the Mega Drive. LHX has a massive simulator slant and all the action is viewed in lovely polygons. Great value.
90%

STAR CONTROL
BALLISTIC
Underrated shoot'em-up cum strategy game. You can look forward to many late nights, duelling with various enemy space craft. You'll either love it or hate it. We love it!
89%

TRUXTON
SEGA
This has to be one of the most exhilarating shoot'em-ups on the Mega Drive today. It successfully combines frantic action with impressive sound effects and beautifully detailed graphics to offer unrivalled playability and a fabulous two player gaming orgy. Splendid!
88%

THUNDERFORCE IV
SEGA
Amazing graphics and some really weird programming techniques make this the fourth, and best Thunderforce to date. But we wouldn't put money on the up-and-coming sequel, because it's got very little chance of being superior to this gem!
92%

XENON 2
VIRGIN
A massive game with a massive soundtrack. All the ingredients of a good game have been squeezed into this cartridge. If it's nail biting action you want this is for you.
88%

GOT A GRIPE?

We at MEGA ACTION constantly strive to keep our readers up to date with the latest library of software. Next month we introduce what has been one of the most popular features in our sister magazines – the Super Leagues. There'll be no more having to wade through pages of text to find out which titles are the best – instead, there'll be a direct comparision between games. Keep an eye out for this next month in your favourite Mega Drive magazine, MEGA ACTION. If you have any comments about the Super Leagues, write to us at:

Super League Say-so, Mega Action, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

NEXT MONTH IN MEGA ACTION

ISSUE 3 OUT AUGUST 12

What an issue, eh? And all that for only 99p as well! Just in case you think we might rest on our laurels, the Guys Upstairs have decreed that we're never to move from our desks ever again until the next issue comes out. Which is a shame as we're off on our summer hols soon. But we're pretty sure there'll be someone here willing to put the next issue of MEGA ACTION together for your enjoyment.

So what can you expect? Well, we'll be previewing Mortal Kombat, reviewing MicroProse's latest baby F15 II and you can also expect to read the latest on Jack Nicklaus Golf, Prince of Persia, Steel Talons and the awesome Virtua Racing!

Remember to buy MEGA ACTION, out on sale on August 12th 1993 (at 8.30am). Because it's dead good.

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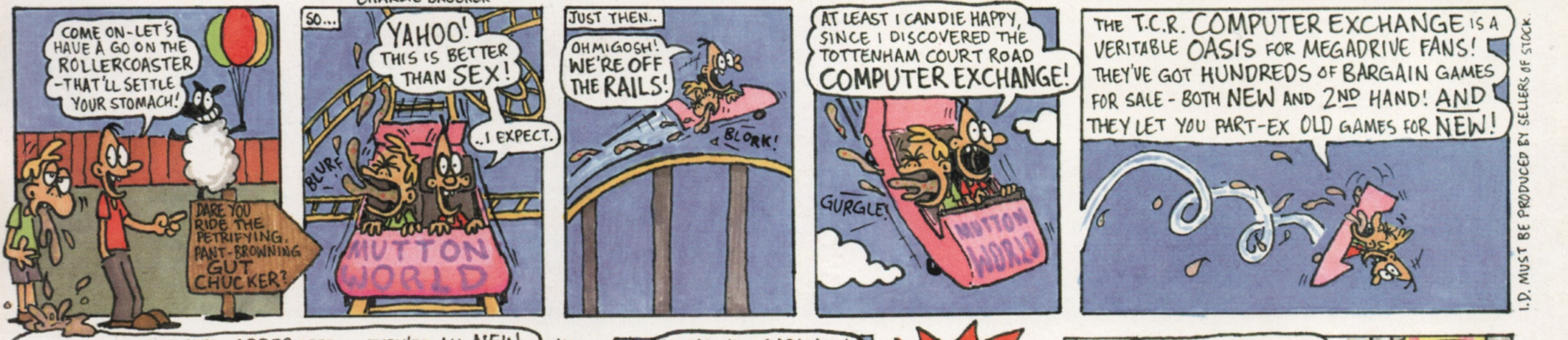
COME ON TOBY.. WE'RE ALL GOING OFF ON A DAY TRIP!
AWW MUM! BUT I'M ON LEVEL FIVE OF "CAPTAIN CARCASS"!
WHERE ARE WE GOING ANYWAY?
"MUTTON WORLD" IT'S A THEME PARK- LOTS OF ROLLER COASTERS!
WITHIN 30 SECONDS..
OH GOD!!
MUM! I FEEL REALLY SICK!
UH-OH.. WELL WIND DOWN THE WINDOW -QUICK!
AND..
SPEW!
WAHEY! THAR SHE BLOWS!!
SOON..
LOOKS LIKE WE'VE ARRIVED.
MELVIN SHEEP SAYS.. "welcome to MUTTON WORLD"
FOR THE BEST FUN YOU CAN HAVE WITH A SHEEP
COUGH! HURK! GLUB!

CHARLIE BROOKER™


COME ON- LET'S HAVE A GO ON THE ROLLERCOASTER -THAT'LL SETTLE YOUR STOMACH!
DARE YOU RIDE THE PETRIFYING, PANT-BROWNING GUT CHUCKER?
SO...
YAHOO! THIS IS BETTER THAN SEX!
..I EXPECT.
BLURF
MUTTON WORLD
JUST THEN..
OH MIGOSH! WE'RE OFF THE RAILS!
BLORK!
AT LEAST I CAN DIE HAPPY, SINCE I DISCOVERED THE TOTTENHAM COURT ROAD COMPUTER EXCHANGE!
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